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Game Players

Nintendo Guide

NES:

THE FLINTSTONES
STAR TREK
TECMO SUPER
BOWL

SUPER NINTENDO:

F-ZERO
JOHN MADDEN
FOOTBALL
SIM CITY

THE SIMPSONS
BART VS. THE WORLD

THE LATEST
ON SNES
SIMPSONS!

PLUS—
NINJA GAIDEN
FOR GAME BOY

\$3.95 \$4.95 CANADA Vol. 5, No. 2
FEBRUARY 1992



MATT GROENING

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TERMINATOR™ 2 JUDGMENT DAY ON NES™ & GAME BOY®

T-800 DATA FILE/READ ONLY

1997: THOSE WHO SURVIVED THE THERMONUCLEAR DESTRUCTION CALLED IT JUDGMENT DAY... BUT THEY LIVED ONLY TO FACE A NEW NIGHTMARE, THE WAR AGAINST THE MACHINES.

2029: SKYNET, THE SUPER COMPUTER THAT CONTROLS THE MACHINES, SENDS A T-1000 TERMINATOR BACK THROUGH TIME. IT IS PROGRAMMED TO TERMINATE JOHN CONNOR BEFORE HE BECOMES THE LEADER OF THE RESISTANCE!

IF IT SUCCEEDS, HUMANITY IS HISTORY.

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Save humanity and terminate the T-1000 with T2 on NES™ and Game Boy®. "Hasta la vista, Baby!"



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TO THE AD
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BUSTER NEEDS YOUR HELP TO SAVE BABS FROM MONTANA MAX BEFORE IT'S TOO LATE.

Acme Acres is in trouble to the max. That bratty billionaire has captured Babs Bunny. So Buster's got to get hopping on a wild rescue romp!

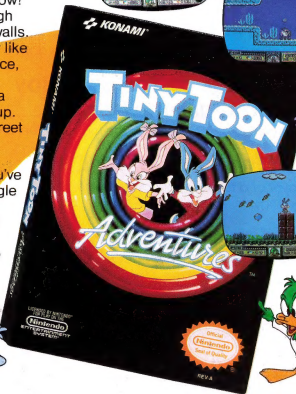
Luckily he's got the help of his kooky pals Dizzy Devil, Furrball and Plucky Duck. And how! Dizzy Devil spins himself silly to break through rock solid walls. Furrball climbs straight up walls. And Plucky swims and glides through the air like a... duck. Along with Buster's powerful bounce, Monty will be toast!

Maybe. Six hairy scary levels show you a gazillion ways that Monty will try to trip you up. He's hired a gang of goofballs gone bad to greet you, like the ever clever Roderick Rat, iron-pumping Arnold the Pitbull and hug-happy Elmyra. If that weren't enough, you've got to beat the clock as you struggle through haunted forests, creepy pirate ships, secret chambers and finally Monty's Mansion.

The Toonsters need your help now. So "Toon" up your NES™ and let Montana Max know who's boss!



KONAMI



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TABLE OF CONTENTS

DEPARTMENTS



Bart vs. the World
—page 24

EDITOR'S NOTES 4

What's happening in this issue

HOT SHOTS 8

Upcoming games for Super Nintendo, plus Darkwing Duck, Ultrabots, and Super BattleTank

MAILBAG 12

We answer your questions about Super Mario World, Sword of Hope, Metal Gear II, and other tough games

SUPER SECRETS 12

Codes and hints for everything from Sim City and Super R-Type to Battletoads and Robocop 2

FEATURES

Bart vs. the World in New Simpsons Adventure 24

Bart and his family win a trip around the world. But will they survive long enough to collect their prizes?

Actraiser 34

Action and simulation play equal roles in this "rule the world" game for Super NES.

Meet The Flintstones 48

The Modern Stone Age Family makes its first appearance on the NES.

Ryu Swings onto Game Boy in Ninja Gaiden Shadow 56

This fast-action game captures the look and feel of the NES Ninja Gaiden series.

Sim City: Keys to the City 60

As mayor of a town of your own design, you must keep your citizens happy — and maybe earn a football stadium or Mario statue in the bargain.

Madden on Madden 66

TV's star NFL analyst John Madden talks about John Madden Football for the Super NES.

Take F-Zero to the Finish Line

70

You're the driver of a space-age hovercar in this SNES racing free-for-all.

Join the Kick Master

73

Combine magic spells with your martial arts prowess to save your kingdom in this NES action-adventure.

Star Trek: Beam Up

76

Ultra celebrates the 25th anniversary of "Star Trek" with this great graphic adventure.

REVIEWS

Turrican 83

Only you can save the planet from bio-mutants in Accolade's newest Game Boy adventure.

Die Hard 84

You've seen the movie, now you can play Activision's action-packed NES translation.

Jeopardy! 85

The popular TV answer-and-question game arrives on Game Boy courtesy of GameTek.

Roger Clemens MVP Baseball 86

One of baseball's greats throws some nasty curves in LJN's NES simulation.

Overlord 87

Virgin Games translates a complex PC game into an NES space exploration adventure you can play for a long time.

Choplifter II 88

Pilot a battle helicopter through heavy enemy action in this JVC Game Boy shooter.

Eliminator Boat Duel 89

Electro Brain sends you on 25 rough-and-tough courses in this NES boat-racing game.

Tecmo Super Bowl 90

Lots of extra features take this NES gridiron simulation as close to a super performance as you're likely to find.

Kiwi Kraze 91

Taito's NES action Down Under is fun for kids — and their parents.

Trog 92

This prehistoric Pac-Man from Acclaim is a solid NES translation of the popular arcade game.

Kung Fu II 93

Irem's NES martial-arts game is a must-see for the kick-and-punch crowd.

Ultimate League Soccer 94

Lead your team to World Cup glory in AVE's NES simulation.

Toki 95

He's not Tarzan, but Toki the ape is right at home in Taito's action-filled NES jungle.



The Flintstones—
page 48



John Madden
Football—page 66



Star Trek—
page 76

Game Players Nintendo Guide

FEBRUARY 1992

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BPA CONSUMER
MAGAZINES

MPA

EDITOR'S NOTES

Bart Simpson takes center stage this month. That yellow-headed troublemaker is starring in his second NES adventure, and *Bart vs. the World* is even better than Acclaim's original 8-bit game, *Bart vs. the Space Mutants*. For those of you who can't wait until summer, when the 16-bit *Simpsons* is released, we also have a preview of that still-unnamed game.

You'll see other familiar faces in this issue, too. That modern Stone Age family, The Flintstones, is starring in its first NES game, *Bedlam in Bedrock*. Captain Kirk is back in control of the bridge in the NES *Star Trek*, and Ryu makes his first Game Boy appearance in *Ninja Gaiden Shadow*.

You take-charge types will especially enjoy two of the Super Nintendo games we've featured. In *Sim City*, you're the mayor of an undeveloped town, and you must construct residential areas, factories, and utilities to build a thriving metropolis. Of course, at any moment a flood could devastate your town, or Bowser could trample your Sim people into mush. In *Actraiser*, the whole world is yours, and you must rid it of the demons who threaten to take it over.

For sports buffs who already miss football season, we've included two new football simulations, the Super NES *John Madden Football* and the 8-bit *Tecmo Super Bowl*. And if you can't wait 'til spring training, take a look at *Roger Clemens MVP Baseball* for the NES.

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NOT THE WAY

TO PLAY THE HOTTEST ARCADE GAMES AT HOME.



The arcade is still a way cool place to hang with your friends. But you can't always be there. You can however, play Capcom's new 16-bit games with 32,000 colors, smooth 3-D scrolling, and killer sound, while hanging out on the sofa at home. It's the next best thing to being there.

THE
TO PLAY THE HOTTEST

SUPER GHOULS 'N GHOSTS.

Three years ago, Sir Arthur rescued Princess Guinevere from the evil ruler of the Phantom Zone. Since then, he's acquired some very powerful weapons to defend his kingdom, in case it happens again. Well, it has. And this time, Sardius must be destroyed once and for all. It'll take every bit of magic you can conjure to escape the witches, ghosts and snapping skulls. But you can't stop until you complete your quest.

Skulls and zombies fall from the sky as the ground shifts around you—better watch your step.

Ghosts appear—and disappear on the haunted seas, use your haunted sickle and you may survive—without it, say goodbye!



WAY

ARCADE GAMES AT HOME.



More Mad Gear Gangers await on the subway. Punch their lights out before Broadway. Or, you'll be underground forever.

FINAL FIGHT.



The Mad Gear Gang has turned Metro City into a lousy place to live. Punks, wrestlers

and swordsmen lurk in every alley, subway and behind every garbage can. They've even kidnapped Haggar's daughter Jessica. But Haggar, Cody and his friends aren't going to take it lying down.

You can help them by using every punch, throw and kick you've got to eliminate these madguys for good.



Cody's lethal flying kick is just one way to get rid of the Mad Gear Gang.

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Mercenaries have taken the entire country of Aslan hostage. Except for one tiny airfield they missed—headquarters of the U.N. Squadron—the best fighter planes in the world. To save the country, you'll fly the dogfight of your life, as enemy missiles and laser cannons hammer your F-2D Tigershark. Of course, you have lasers and bombs

of your own.

The freedom of millions depends on you, so strike hard and strike often.

At the oil refinery, the only way to slip away from enemy attack helicopters is to blitz 'em with cluster bombs.

Use your A-10A ground attack fighter's Mega Crush Weapon to dodge anti-aircraft missiles that appear from behind the trees.



CAPCOM
USA

**ARCADE
SERIES**

HOT SHOTS!

NEWS • PREVIEWS • EVENTS • BESTSELLERS

CROSS-POLLINATION!

Now that the Super Nintendo system has been selling for several months in the U.S., game developers are beginning to release a growing number of their titles in versions for the Super NES, Sega Genesis, and PC. For example, Electronic Arts has released the SNES version of *John Madden Football*, a game that's been a huge hit on the Genesis system and has also been very popular among PC game players.

This cross-pollination works in a variety of ways. Acclaim, a very successful Nintendo game producer, and Tengen, which previously developed Nintendo-compatible games, have signed on with Sega of America to produce games for the Genesis 16-bit system.

Acclaim, which has produced such bestsellers as *The Simpsons: Bart vs. the Space Mutants* and *Wizards & Warriors* for the NES, will market games for the Genesis and the portable Game Gear, in addition to its Super NES titles. Acclaim's waiting to announce its Sega titles for the Winter Consumer Electronic Show, but its first games should hit store shelves in the spring.



Tengen, which dropped out of the Nintendo-compatible cartridge business to concentrate on Genesis games, has five Genesis games on sale, including *R.B.I. 3*, the first 16-bit version of the company's baseball series that was very popular with 8-bit Nintendo players.

The other Tengen games include the arcade-action title *Pit Fighter*; two "Pac" games, *Ms. Pac-Man* and *Pac-Mania*; and the futuristic driving game, *Road Blasters*. Tengen is able to draw on the coin-op arcade hits of its parent company, Atari Games, to bring home versions for the Genesis.

GULF WAR BLAZES IN SUPER BATTLETANK...

All the heat of the war in the Persian Gulf has been revived in *Super Battletank: War in the Gulf*, the first Super NES game designed by Ab-solute.

As the operator/gunner of a U.S. M1A1 armored battletank, you enter conflicts with entrenched enemies. You're armed with 120mm cannons and smoke grenades, and you've got a laser-range finder to control your armor-piercing shells.

"We studied the Gulf War intensively," says designer Gary Kitchen, "to develop this game so that it accurately reflects allied strategies used in the campaign and contains precise graphic replicas of tanks, helicopters, and other modern military equipment."

Super Battletank, which is distributed by Electro Brain, should go on sale in January.

FOWL CRIMEFIGHTER FLIES TO NES...

Darkwing Duck, Disney's means-well-but-always-screws-up detective, is coming to the NES from Capcom, the company behind top-rated Disney videogames such as *DuckTales* and *TailSpin*. *Darkwing Duck* will also feature the crimefighter's sidekick, Launchpad McQuack, and other characters from the popular TV cartoon. All the gadgetry from the intelligence agency SHUSH will also be included in the game, which is aimed at younger players.



Capcom is also working on a sports-action game with Olympic flavor. *Barcelona '92* allows players to participate in Olympic events ranging from gymnastics to swimming and from the long jump to bicycle racing.

NES transfers *Mega Man 2* and *The Little Mermaid* are in the works for Game Boy, and Capcom is also working on *Streets of Rage II*, based on the arcade game, for the Super NES.

VIDEOGAMING ON TV...

Nickelodeon, the cable network whose shows include "You Can't Do That on Television," "Mr. Wiz-

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HOT SHOTS!

ard," and a host of golden oldies, unveiled its video game show in early January.

"Nickelodeon Arcade" is filmed much like a televised rock concert, with nine computers that keep track of contestant scores and videogames, and produce the show's sound effects and graphics as well.

In each game, two teams of two players compete in fast-paced levels for a chance to play in the Interactive Bonus Round. Each level begins with competition in a custom-made Videogame. The winning team takes control of the huge animated "video wall." The objective in this round is to move the "Nick Arcade" mascot, Mikey, from square to square. The squares contain arcade challenges, where contestants test their skills on familiar videogames.

The team with the most points at the end of regular play advances to the Bonus Round and actually goes inside a custom-made videogame. Once inside, the two players must fight computer-generated obstacles to win prizes.

NEWS FLASHES

It's in the early planning stages, but Jaleco is working on a sequel to *Maniac Mansion*. The second adventure picks up years after the first one ended, but features the same kids. Want to know what Bernard's doing for a living? Who's dating Razor? Stay tuned — *Maniac Mansion* won't be on store shelves for a year or so, but we'll pass on the news as we get it. The immortal, a popular NES game from

Sony, has jumped to personal computers in a version designed by Electronic Arts.... We hear that HAL America is working on the first Super NES basketball simulation.... Tradewest is developing a Super Nintendo version of *Battlefields*.... Super NES versions of *The Hunt for Red October* and *Tom & Jerry* are in the works at Hi Tech Expressions.... Look for sequels to *The Sword of Hope* for Game Boy from Kemco-Seka and *Godzilla* for the NES from Taito.... Konami has some hot titles up its sleeve — *Teenage Mutant Ninja Turtles IV* and *Contra IV* for Super Nintendo, and *Tiny Toon Adventures*, *Top Gun — Guts and Glory*, and *Gradius: The Interstellar Assault* for Game Boy.

ROBOTS AMUCK...

"Techno-thriller" is how Data East is describing its first Super Nintendo game, *Ultrabots: Sanction Earth*. Combining high-tech weaponry with science fiction, *Ultrabots* is a strategic combat game that pits futuristic heroes battling an invading alien force.

Set in the late 21st century, the game's enemies are artificially intelligent machines who plan to colonize Earth. These machines release the Ultrabots, killing machines that systematically begin eliminating humans. But rebel forces on Earth capture a few Ultrabots and reprogram them to battle their fellow robots.

OUR RATING SCALE...

- 10 — Incredible
- 9 — Outstanding
- 8 — Excellent
- 7 — Very Good
- 6 — Good
- 5 — Average
- 4 — Below Average
- 3 — Weak
- 2 — Bad
- 1 — Worthless

Rating system artwork designed by Bushworks.

gram them to battle their fellow robots.

Each move you make changes the possible outcome of the game, and you can match wits with the computer or with a friend. *Ultrabots* will also feature a new sound technology developed by Novalogic, the creators of the popular *Wolfpack* computer simulation.

GP



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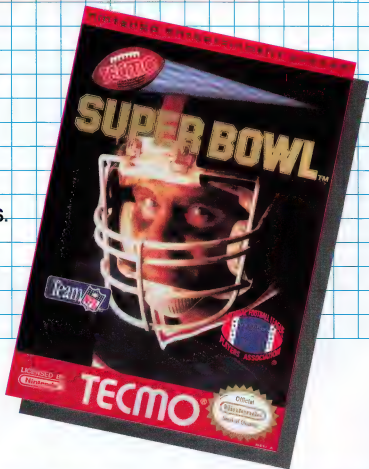


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Super Mario World

In *Super Mario World* for the SNES, how do you get the key in the Valley Ghosthouse?

Page
Columbia, MO

You can tell if an area's going to require a key because it's represented on the map with a red, instead of a yellow, dot. The Ghosthouses are represented by a different icon, and they don't require keys. However there is a difficult key to find in the Valley of Bowser.

In the very end of a cave scene, there's a bricked-in area with a key inside. Get your Yoshi to stick his tongue inside and he can swallow the key, then spit it back out. Climb down, grab the key, and you're ready for the keyhole!



Sword of Hope

In *Sword of Hope* for Game Boy, how do you defeat the goblin and the mimic that you meet in Martel's domain? I've used the sword, the Fireball 1 and 3 spells, and the Stripall, but they didn't help. Also, what does the Stripall spell do?

Nicole
Lakeland, FL

The goblin and mimic aren't special encounters; they're just regular monsters. If you're having trouble defeating them, you probably haven't reached a high enough experience level. Back up and fight a few more monsters you can kill, then move on when your experience increases.

The Stripall spell robs your enemy of agility, strength, and other powers so you more easily win an encounter.



Snake's Revenge: Metal Gear II

In *Snake's Revenge*, I'm having trouble on the battleship. I can't defeat the bosses that throw grenades. I can get past the first two,

MAILBAG



but I run out of grenades before I've killed the third one. Is there any weapon you can substitute for grenades?

Jason
Essex, Ont.
Canada

If you run out of grenades when facing the Arnolds, substitute the rocket launcher. Can't find the rocket launcher? Go to the room with the Arnolds, and exit through the door in the upper right. Go down the hallway until you come to a room with a table in it. Go in, then come back out and call Jennifer on the radio (frequency 120.48). Go back into the room and the rocket launcher should be there.



Teenage Mutant Ninja Turtles 2 — The Arcade Game

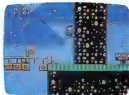
How do I defeat Shogun in *Teenage Mutant Ninja Turtles 2 — The Arcade Game*?

Phillip
Toronto, Ontario
Canada

Perfect the jump-kick and gang up on him when he first comes out. Remember

M.C. KIDS

One cool game. Two cool kids.



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Game Players

— when you kick him, his head flies off and attacks you. Your best strategy is to kick him, then retreat.



Dragon Warrior

Where is the silver harp in *Dragon Warrior*? I've looked all over for it. Can you help me?

Jeff
Overland Park, KS

Look for the harp in Garingham. Use a key to go into the locked door, then proceed until you reach a black wall. Push against the wall until a secret passage is revealed. The silver harp is in the passage.



Mega Man 3

How do you kill Shadow Man in *Mega Man 3*? I've tried everything under the sun.

Timothy
Laurel Hill, NC

If you use Top-Spin on Shadow Man, you should beat him in record time.

GP

Let Us Hear From You

Do you have any questions about your favorite videogames? Do you have hints or tips you'd like to share with your other *Game Players* pals? If so, write to us at:

Game Players Mailbag;
300-A South Westgate Drive;
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Due to the volume of mail we receive, we regret that we cannot reply to individual requests.

What

is

COOL



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Springfield Streets in Bart vs. The Space Mutants

Will sluck on the Streets of Springfield in the NES game *Bart vs. The Space Mutants*? Use these tips to get through level 1.

- Use the wrench on the fire hydrant to wash the purple paint off the awning.
- Shoot a bottle rocket at the "E" in Kwik-E-Mail, then catch the Krusty symbols for three extra lives.
- If you use the whistle outside the window on the far right of the old-age home, Grandpa Simpson passes down a few extra coins.
- Go to the movie theatre at 2 p.m. or 4 p.m. and spray the Boy Scout for an extra goal.
- Get the magnet — you can use it on the Wheel of Fortune when you reach the carnival.
- Remember, you must get all 24 goals to advance. Don't forget to call Moe on the phone to spray him, or to walk on the grass before the statue of Jebadiah Springfield, then spray the policeman.



Different Levels in Populous

These two codes allow you to access different levels in *Populous* for the Super NES.

E51D215RY: Level 342 in Sillyland
N2M4L156: Level 409 in Bir Plains

Final Fight Options Screen

To reach an options screen in the Super Nintendo game *Final Fight*, wait for the title screen, press and hold the Left button, then press Start.

| OPTION MODE | |
|---------------|---------------|
| BEST SCOUTY-A | 01 |
| BEST SCOUTY-B | 02 |
| WARRIOR | 03 |
| ROUNDER | 040000 000000 |
| KNIFE | 05 |
| SCISSOR | 06 |
| SCISSOR | 07 |
| SCISSOR | 08 |
| SCISSOR | 09 |
| SCISSOR | 10 |

Passwords for Skate or Die: Tour de Thrash

These passwords allow you to get to any pipeline in *Skate or Die* for the Game Boy.

1. GNBF (Los Angeles)
2. MTGP (Las Vegas)
3. PVFS (Chernobyl)
4. FVCH (Baghdad)
5. BXHN (Panama)
6. GFTQ (Easter Island)
7. JZWC (Atlantic)

Battletoads Passwords and Warp Zones

Here are several tricks for the NES version of *Battletoads*.

- To get five lives, hold down A, B and Down on the first controller, then press Start.
- Kill the two pigs at the beginning of level 1 immediately, then run to the right, jump up on the high platform, and warp to level 3.
- Look for a warp on the fifth section of the speeder bike in level 3. If you find it in front of the tenth wall on the fast-scrolling section, you can advance to level 5.
- In the last section of level 4, fall halfway onto the dropping platform, then take standing jumps to get to the top of the area. The warp there takes you to level 6.

On the second snake in level 6, climb quickly to the top, then run to the right. When you've fallen off the snake and onto a platform, look for the warp on the right to advance to level 8.

NOTE: The warps to levels 3, 6, and 8 must be precisely timed.

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The TRITON PAD™ sends Nintendo® nuclear and Sega® supersonic. You hold the ultimate power with this high-tech controller that allows you to customize combinations of moves, then release a blitzkrieg of force with a single touch of a button.

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- Game Player's Magazine

Program Rad Maneuvers

Two programmable triggers let you combine and play up to nine maneuvers on each. You program the moves and the sequence, then save them to be used at your command.

Shrink Time

The TRITON PAD's Shrink button gives you power over time. Replay your programmed maneuvers at program, turbo or super turbo speeds, giving you the advantage to outsmart oncoming enemies and bosses.

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Use the repeat feature to create an endless cycle of programmed moves. With one touch of a button your TRITON PAD will continuously repeat your programmed maneuvers in a never-ending cycle of conquest.

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Join forces with The TRITON PAD by using the hold feature. You can play your own moves while The TRITON PAD repeats programmed maneuvers. You are the Ultimate Force.

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Whip the competition, climb to the highest levels, and join forces with The TRITON PAD!

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BART VS. THE WORLD

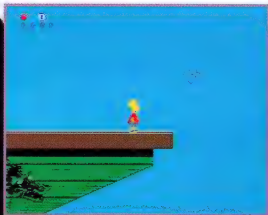
in New *Simpsons* Adventure

Patrick Baggatta

For an underachiever, Bart Simpson sure gets around! In *Bart vs. the World*, the pint-sized malcontent has won a trip around the world in a Krusty the Clown competition. There's only one hitch—the contest is a fake, cooked up by Homer's boss, C. Montgomery Burns. With help from his far-flung relatives, Burns is making sure Homer never returns to his job at the nuclear power plant. Luckily, there's nothing Bart likes more than a little trouble.

In each stop on your world tour, you (as Bart) must collect Krusty the Clown collectibles. Your adventure begins in China, but don't expect the red-carpet treatment—your reputation has preceded you. You've got a bag of marbles and your trusty skateboard, so make the best of a bad situation. And don't forget to search for that special, one-of-a-kind not-to-be-believed Krusty collectible mixed up with all the cheap items.

After China, you move on to the Himalayas, Egypt, and Hollywood. It may not sound like the ideal vacation, but you can take a break during the bonus rounds in each stage and play a slot machine, work a slide puzzle, answer Simpsons trivia, bet on the shell game, or match characters from back home in Springfield. When it's back to business fighting your global enemies, maybe Homer, Marge, Lisa, and Maggie will give you a hand.



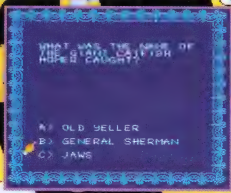
The minute you land on the Chinese junk, look to the right — there's an extra life just waiting to be picked up.



Move to the far left of the deck, then fall off the edge and drift slightly to the right. You'll land on a small platform where you can obtain your first one-of-a-kind Krusty collectible.



If you jump off the second highest crossbeam and drift to the left over the water, you get a Bartman icon, which allows you to fly. Don your mask and cape and head straight up to find two extra lives.



Answer three questions from the Simpson's trivia file, and you're awarded with Krusty collectibles.



You can cash in on more collectibles if you find and match all the Springfield characters.



Watch for Lisa as you skateboard down the Great Wall of China. Be sure to make contact with her — you get the one-of-a-kind collectible because of her.



Fu Manchu Burns is the first of C. Montgomery Burns's relatives you meet. Hit him while his fan is closed, but don't let your missiles hit you when they bounce off him!



In this bonus round, keep your eye on the igloo with the Krusty collectible under it, then use Maggie to track it down.



This slot machine is straight out of Las Vegas — except it pays in Krusty collectibles instead of cash. Three Ottos give you the biggest payoff.



Explore every corner of the ice cave — it can pay off in extra lives.



Don't try to jump to this one-of-a-kind item. Instead, let Marge and her bouncy snowballs knock it from its pedestal.



Don't jump on the bubble until it's fully inflated.



Wipe the smile off this face!

(And maybe a few of your friends, too!)

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning—in first-person perspective, with 3D graphics and 360° maneuvering!



WATCH OUT! They only look happy!

Get into your Game Boy...

And we mean *into*! FaceBall 2000 is a new virtual reality game. You don't just see your character, you *are* your

character. Feel like you're actually inside your Game Boy as you move through CyberScape's more than 70 treacherous mazes — or the Arena, in fast-paced rounds of high-tech combat.

Bring your friends along!

Sure. You can take on the Smiloids alone. But with your Game Link™ cable or Four Player Adapter, those faces can belong to your friends! Play one-on-one, two against two, or free-for-all!



More than four times the fun with the Four Player Adapter!

It pay\$ to play together.

Don't miss your chance to get up to \$5 back with our multiplayer rebate! You'll find all the info inside your FaceBall 2000 package when you open it up for the game of your life! But hurry. Some of your friends might be buying FaceBall 2000 right now. If they get in too much practice without you, the smile that gets wiped might be your own!



A whole new way to get into your Game Boy.

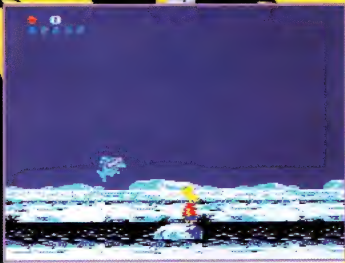
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The Best Games in the World™





Use the fireballs Lisa gives you to uncover a one-of-a-kind item.



Jump up and down to get the ice block moving, but don't let it stop. If you do, you start heading backwards without a way to turn around.



Knock Abominable Snow Burns back into the icy waters by jumping on his head.



You have all the time in the world for this bonus puzzle, but do you have the patience to solve this puzzle? The payoff is in Krusty collectibles.



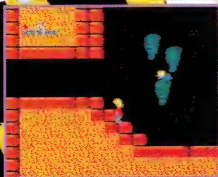
Hold down the jump button and drift to the left as you fly up to this ledge.



If you fall, your only chance for survival is to drift all the way to the left.



Keep moving on the quicksand — and study the tornadoes to learn their patterns.



When you come to the open pit in the desert, try to fall against the far right. Maggie gives you a present in the first room on the way down.



SUPER NINTENDO
ENTERTAINMENT SYSTEM

THE YEAR OF THE DRAKKHEN.

This is the year of Super NES™. The year some of the best RPG players may go down in flames. Because this year you will enter the world of Drakkhen.

You've confronted many monsters before. But never fire-breathing beasts of such scorching realism. Over 50 giants and winged beasts in spellbinding 3-D. You've journeyed in other mystical lands. But none with scrolling, 360° landscapes with panoramic views. Horizons change from day to night before your very eyes.

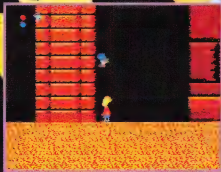
In your quest to restore world peace, you will learn many powerful spells. Prepare for battle by collecting weapons and magical objects. But nothing will prepare you for the special effects, the eye-popping graphics, the stereo digital sound experience.

Drakkhen. It's the Super NES game of the year. The role playing challenge of a lifetime.



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KEMCO ▲ SEIKA



Use this Bartman icon to grab the extra life above you, as well as to reach the top of the Sphinx without having to climb.



Free Homer from his sticky situation, and he gives you some one-of-a-kind merchandise.



This is the only way inside, so don't bother looking any further.



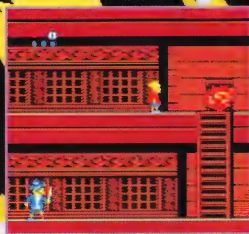
If you look closely, you can see a loose thread in his carpet just *begging* to be pulled.



If you don't pick the coffins in the correct order, you may become lunch for the undead.



Moe pumps out drinks pretty quickly, so you must be light on your feet to cash in on the Krusty collectibles.



These guys sure take their jobs seriously for Hollywood pirates. Watch out for their exploding cannons.



Maggie bring this one-of-a-kind item to you, so wait for a second after you make contact with her.



You can get a foothold in certain places on the tree. Learn these positions, then use them not only for your own protection, but for Krusty collectibles, too.



GOLF POWER™

Greg Norman

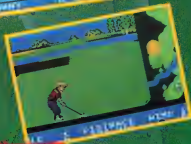
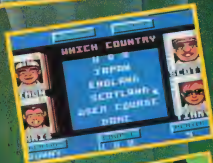
Close your eyes and imagine the perfect golf course. Whether you conjure up an image of a real-life, world famous course or visualize a championship course of your own design - if you can dream it, you can play it with Greg Norman's GOLF POWER. Our exclusive Course Designer with battery back-up allows you to customize your own 18-hole championship course and then save it in memory.

GOLF POWER challenges you with:

- Multiple putting and driving ranges
- Amateur, Pro-Am, and Professional levels of play
- Practice, Matchplay and Strokeplay with single and team play options (up to four players)
- On-screen ability to control your swing, for a game that demands more skill than luck.
- Changing wind and weather conditions

Create a dream course, play one of the pre-set courses in England, Scotland, the USA or Japan, or rejoin a saved game right where you left off.

Just like the great White Shark, you'll need total concentration, strategy and control to make the leader board.



COMING SPRING 1992!

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Move as far to the right as you can to gain merchandise, but don't worry if you fall into a grave — you have to go sometime.



Go through the coffins to get through this maze. If you're repeating the same path, try to make some changes in your route.



These skeletons are obviously not very attached to their heads, so be ready to get out of their way.



Thanks to Homer, you must clear this jump three times. If you don't, you miss the one-of-a-kind item with which he pops up.



Sure, movie directors have big egos, but C. Montgomery Burns's dramatic relative is taking things too far!

Where's the Super Nintendo Simpsons?

It was a surprise to many videogamers that Acclaim decided to produce another 8-bit *Simpsons* before branching out into a Super NES version. But don't despair — the 16-bit *Simpsons* is already in development and is expected to be released this summer.

In the Super NES *Simpsons*, which doesn't have a name yet, Bart is actually doing his homework when he

falls asleep. In his dream, his assignment gets blown out the window, and Bart tries to retrieve it. The result is a Simpson-esque nightmare as Bart ends up riding a skateboard, blowing bubbles, burping root beer, and spitting watermelon seeds in elaborate attempts to catch the elusive homework.

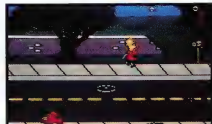
You can expect the whole Springfield gang to return to this Super

Nintendo adventure, even though Bart's archenemy isn't Nelson, or Otto, or even Mrs. Krabappel. Instead, Bart's constantly fighting with "Larm," his alarm clock, which must be fed cupcakes so it won't ring and wake Bart up before the homework has been found.

—L.M.



You don't see scenery like this in the cartoon series!



Bart's not the only fish out of water in this nightmare.



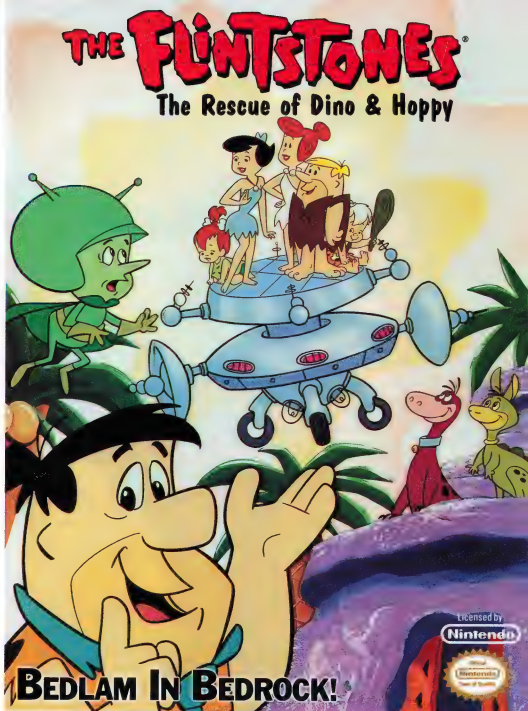
That saxophone means one of two things — if Lisa's not nearby, maybe her mentor, Bleeding Gums, is.

GP

Fun with whole
Flintstone family

Plenty of
prehistoric pals
and funny foes

Surprising new
friends in the
future



Turn your watch back a few million years and join the whole Flintstone family in prehistoric pandemonium. A visitor from the future has taken Dino and Hoppy, Fred and Barney's pets, for his prehistoric zoo. You have to help Fred get them back and restore happiness to Bedrock.

You must journey through Bedrock collecting pieces to build a time machine. Watch out though, primitive foes will cause many woes! Bikeman, Frankenstone, King Snake, and Saber Tiger are just a few of the unfriendly obstacles you and Fred will have to outsmart and outwit. Take advice from

your friends in Bedrock too! They can provide helpful hints and key clues.

Well, you'd better get moving. You still have to figure out how you're gonna use Fred's one-on-one basketball skills, build that darn time machine, rescue your beloved pets, and much, much more! Wow! You're gonna be awfully busy.

Don't worry though; this comical adventure and Fred's encouraging "YABBA DABBA DOO!"™ will leave you in stone-age stitches.

Nintendo
ENTERTAINMENT
SYSTEM



Taito
THE ONLY GAME IN TOWN

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Chris Slate

You are a god, and after creating a world and a race of people to live on it, you rest. But when you awaken, you discover that your world has been overtaken by monsters. They've destroyed your people, and wiped out the civilizations your people built. The entire planet has become a wasteland.

Now you must begin again, first battling the monsters that plague the planet, and then resettling your people and helping them flourish. A tough task lies ahead, and you have only a straight-shooting angel and a sword-wielding champion to depend on.

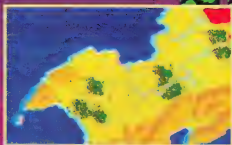
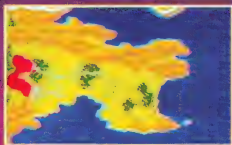
Actraiser is part action game, part simulation. In the action scenes you use your champion to clear the enemy bosses from the land so you can begin building. You control an angel in the simulation mode, where you actually construct towns and

direct your followers.

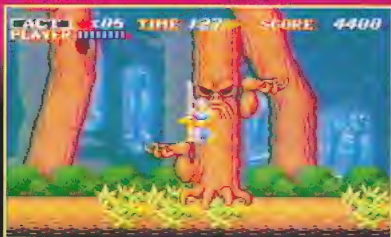
Both the action and simulation scenes are very well done, and the graphics are top-notch. Actraiser also features one of the greatest videogame soundtracks ever. Those of you who plan to rush out

and grab a Super NES should definitely consider this game. And if you're still a bit skeptical about the SNES, Actraiser just might win you over.

Enix, 4030 148th Avenue NE,
NG-1, Redmond WA 98052



Actraiser dives into the combat mode using "in-your-face" scaling and rotation — the best we've seen yet!



Deadly thorns block your path in Act 1 of Fillmore, the first city you must rebuild. The only way to cross the thorns is to ride in the palm of this living tree. Follow him to the left to find an extra life, then continue on your way.



The first boss waits for you deep in the forest. Kneel down at the spot where the grass ends, and repeatedly strike at his legs as he moves closer to you. You'll take a little damage, but nothing to worry about.



With the boss out of the way, you can begin building your first town. First, you'll create a man and a woman. Occasionally they will come to you with news or to ask for help.



This area is covered with rocks and bushes. To clear the land for building, use lightning.



Keep an eye out for little monsters like these. They cause all sorts of trouble for your townspeople — ruining their crops, destroying their homes, and even carrying them off into the air!

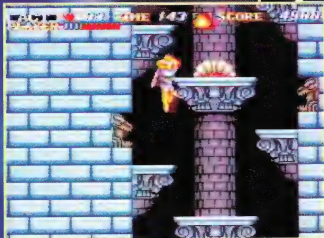
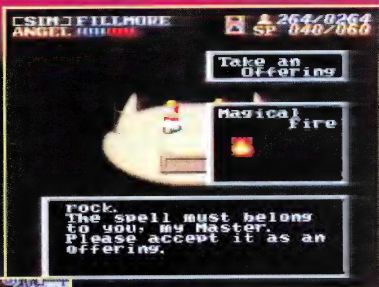


If you lead your people to the monster's lair, they'll be able to destroy it. Do this as soon as you can, because building will be easier with the monsters out of your way.



Once all of the monsters' lairs have been destroyed, a huge hole will open in the lower right corner of the city. Inside awaits another action challenge — Act 2 of Fillmore.

Before exploring the hole, use your lightning on some nearby rocks to find your first magic weapon.



While climbing up through Act 2, attack your enemies from beneath so you can jump safely up to the next level.



The battle plan for the Minotaur boss is simple — don't use one. Beating him is easy if you just stand toe-to-toe with him and hack away.

The Greatest NES™ Adventure Continues... **WIZARDS & WARRIORS III™** Kuros: Visions of Power™

When Kuros last did battle with the evil wizard Malkil atop Icefire Mountain, he raised his IronSword™ in triumph...or so he thought.

Without warning, a powerful bolt of magic robbed Kuros of his armour, memory, and honor. But now, the distant presence of evil stirs in his mind, leading him to the once fair city of Piedup, where the villainous *soul* of Malkil now reigns.

Without his armour, Kuros will need crafty disguises to travel undetected, ready to do battle as wizard, nobleman or thief. From the gloomy depths of the dungeon to the palace containing riches beyond belief...the time has come for Kuros to turn his visions of power into reality!



Kuros the Knight Warrior wields his mighty SilverSword in the face of danger.



To give Malkil a taste of his own medicine, Kuros must master the craft of wizardry.



Kuros, disguised as a thief, moves secretly through Piedup.



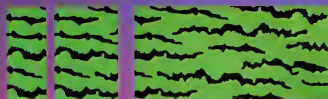
Grotesque creatures of the underworld stand between Kuros and his ultimate battle.



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This is what Fillmore looks like once it's well underway. With all of the monsters destroyed, you are now free to extend your crusade to new lands. During your absence, the people will continue to improve their town.



| Cities | Population | 0528 | | |
|-----------|------------|------|----|------|
| Area | ▲ | Stat | Lv | Item |
| FILLMORE | 528 | None | 3 | 0 |
| BLOODPOOL | 000 | None | 0 | 0 |
| KASANDORA | 000 | None | 0 | 0 |
| AITDS | 000 | None | 0 | 0 |
| MARAHMA | 000 | None | 0 | 0 |
| NORTHWALL | 000 | None | 0 | 0 |

Although your adventures will carry you elsewhere, you can keep track of your town's progress by viewing the status screen in the sky palace.



This lizard-at-arms is the only thing keeping you from this one-up in Act 1 of Bloodpool, the second area to be cleared. Charge quickly and strike low to avoid his razor-sharp boomerang.



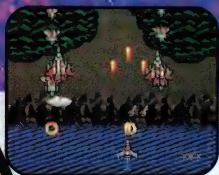
The boss of this act is a winged lion. Stand perfectly still, on the left edge of the top left platform, and wait for him to come to you. Jump his fire and strike him as he lands in front of you.



Starting a colony in Bloodpool isn't going to be easy — the area is mostly swampland. There's also a new type of monster to deal with — the red demon.

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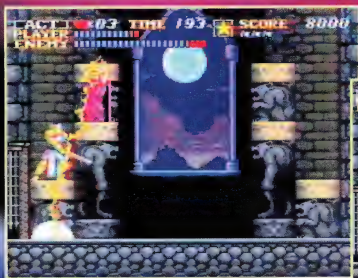
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When young Teddy runs away, you're asked to take him some food. You'll find him walking around by the cave that lies to the west.



You're exposed to all-new dangers in Act 2 of Bloodpool. It takes split-second timing to slip between these lightning blasts.



This boss doesn't fight fair — he teleports around the room while bombarding you with lightning from above. As soon as he appears, run underneath him and attack from below.



As you're leaving Bloodpool, it's brought to your attention that your people are angry because they've been working so hard. Is there anything that could calm them down?



Your next job is to clean up the land of Kasandora. It's a dangerous land, thanks to creatures such as this fire spirit.

This Sandworm is easy to beat if you use the Star magic. A couple of shots will finish it off before the fight ever really begins.





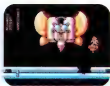
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Crash the party at Dr. Cossack's citadel.



Toad Man will have you hopping.



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New Enemies like Dr. Cossack. **"Cruel!"**
New Weapons like the Mega Buster. **"Devastating!"**
New Robots like Toad Man and Skull Man. **"Gnarly!"**
Devices like Balloon adapters and Grappling hooks. **"Handy!"**
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The rest were just warm-ups. **"Really!"**

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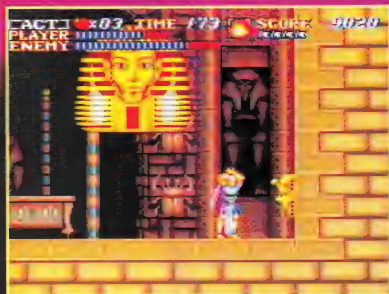
Building a city in the middle of a desert wouldn't be such a good idea. Flood the area with rain storms before you start.



Given enough time, the people of Kasandora will discover music. Hearing it keeps them calm and happy as they work. Share the discovery with the workers in Bloodpool to put them at ease.



After clearing away the sand, you'll find an ancient pyramid. Before entering it, cause an earthquake. One of the walls will fall off and your people will find an important item in the rubble.



The boss of Act 2 is a giant floating head that attacks by stomping down on you. Lure it to the floor and then strike it about three times. Dodge its arrows and repeat the process.



After Kasandora you travel to Marahna, a misty land overrun with plant life. Take the upper path to find this one-up. If you should die and repeat the stage, it will still be there.



This wall of man-eating vegetation can be very frustrating. Lure its tentacle to the far left, then run back to the right and swipe at its mouth.



Marahna consists of two islands. Before you begin to build your town, cause an earthquake — this will bring the two islands together.



Spikes are everywhere in Act 2. You'll need to move over and under these platforms to safely reach the other side.

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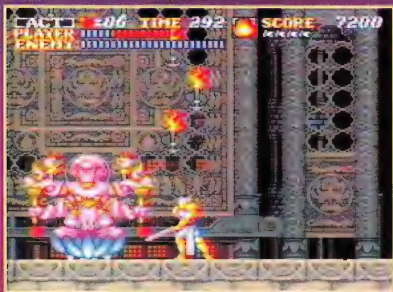
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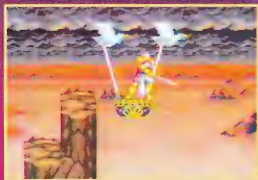
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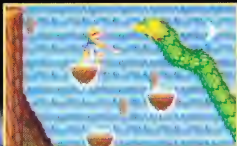
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This boss has many different attacks at its disposal, but if you fight it correctly you'll only have to deal with one of them. Stand underneath the boss until it charges down at you. Quickly step aside and attack as it lands.



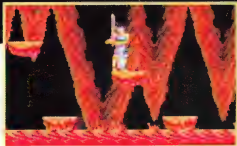
Act 1 of Aitos is made up of wide canyons that are impossible to cross without the help of these two birds. Watch out for attacks from below as they carry you across the land.



Upon reaching this waterfall, you'll be attacked by a huge serpent. Stand on the platform to the left and attack it as it flies by.



The monsters in Aitos are the toughest yet — this large skull can withstand a ton of arrows!



When crossing this lava pit, always try to stand on the highest platform. If you ride the lower ones, you're in for a hot bath.



The boss of Aitos Act 2 attacks by rolling into you. As soon as the battle begins, you should jump up to the lower right platform. Simply stand there and slash at him.



Next, it's on to the land of Northwall. Be careful — the bridges melt under your feet. Move fast to avoid the spikes below.



This boss is the easiest yet to defeat. Just stand in the right corner and attack him as he swoops down at you.



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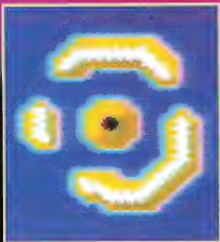


In order to build anything in Northwall, you'll need to get rid of the snow and ice. Use sunshine to melt it all.

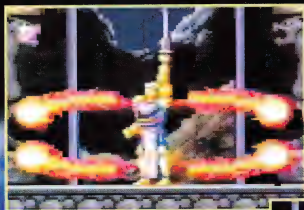


Act 2. He's one of the toughest bosses so far, but he quickly melts away when attacked with the proper magic.

After you complete Northwall a large volcano will rise from the ocean. Legend refers to it as the Death Heim. Inside it lies your final challenge.



Here is the whole world as seen from above. Use this picture to plot your conquests.



Before venturing into the Death Heim, be sure you've found all four magic attacks. Their locations are an ancient secret, and finding them will prove to be a challenging task.



GP

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PRESENTS...

THE FLINTSTONES®

BEDLAM IN BEDROCK



Vince Matthews

YABBA DABBA DO! IT'S FRED'S 30TH BIRTHDAY, AND WHAT BETTER WAY TO CELEBRATE THAN WITH AN NES ADVENTURE? UNFORTUNATELY, THE PARTY IS PUT ON HOLD WHEN A 30TH-CENTURY TIME TRAVELLER DINOSAUR-NAPS DINO AND HOPPY! TO RESCUE THE PRIZED PETS, FRED CALLS ON GAZOO, HIS ALIEN FRIEND. GAZOO HAS A TIME MACHINE OF HIS OWN, BUT THE PIECES ARE SCATTERED ALL OVER BEDROCK. BEFORE FRED CAN HEAD INTO THE FUTURE, HE MUST FIND THE PIECES AND REASSEMBLE THE MACHINE.

FOLLOW OUR STEP-BY-STEP TACTICS AND DIAGRAMS, AND YOUR MODERN STONE AGE JOURNEY SHOULD BE A SNAP. DON'T FORGET TO GET ADVICE FROM WILMA, BARNEY, AND BETTY. THEY, LIKE THE REST OF BEDROCK, ARE COUNTING ON YOU.

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But Bugs isn't getting the royal
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Bugs succeed in his
crazy attempts to rescue
Honey Bunny? If
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player, that's up to
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in your hands. So the
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MEET THE PLAYERS



BEDROCK



Even though the game has an unlimited continue feature, it's still a good idea to grab any one-ups. If you stand on this dinosaur's tail and whack him in the head with your club, he catapults you into the clouds to grab a one-up.



The Bronto Burger increases Fred's strength.



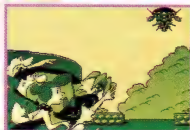
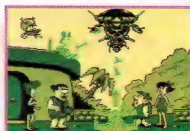
A heart replaces any empty heart in Fred's health meter.

Before riding this pterodactyl across the ravine, carefully check for extra power-ups on your left.

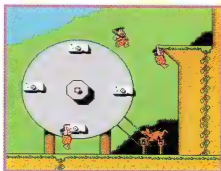
BEDROCK BASKETBALL COURT



You've got to beat Hard-Head Harry on the court before you can lay your hands on Gazoo's gifts. You need every one of the gifts early in the game, so shoot a few hoops whenever you get the chance.



The evil Dr. Turner has taken Dino and Hoppy into the future! Fred must rebuild Gazoo's time machine to get them back.



Follow in Fred's footsteps and grab the ledge at the last possible second.

GAZOO'S GIFT'S



Jumpers: Harry's Hoppasaurus helps Fred jump to places he can't reach alone.

Wings: Fred uses the wings to fly over deadly objects or ferocious animals.



Steal the ball with a Bed-rock body blow!



Flippers: When Fred goes for a dip in Lake Bedrock, he needs his diving gear — and Hard-Head Harry's got it!

DOWNTOWN BEDROCK-REEF ROCK



Fred isn't as young as he used to be, so each jump and each ledge is a challenge. Swing down here to get the power-ups.



There are plenty of power-ups in the Bedrock sewers, but don't get greedy. Stay on the top level and keep up with the boat.



Listen carefully to anything Wilma, Barney, or Betty has to say.

ICE CITY

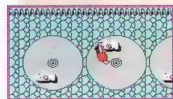


Build your coin collection at the beginning of this stage with the help of this former Bedrock baseball great. Jump the base-balls and slide to a stop just in front of the kooky villain. Pop him once with your club, pick up the coin he drops, run to the left, then go back to the right — he'll have reappeared. Continue until you have the maximum hundred coins. You can use this technique on other stages as well.

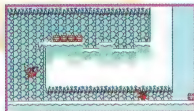


Before jumping up, go to the right and grab the extra Fred and exploding egg weapon.

YABBA-DABBA-DOO™



Don't jump to the platforms in the Ice cave. Instead, walk carefully to the right and grab a platform, carefully timing your movements.



If Fred has wings, use them to fly to this secret power-up cavern, then hop back down and slide to safety. Don't forget to duck!



DO SOME MOONLIGHTING AS A CRIME FIGHTER.

Night falls like a black shroud over Metro City, and the ancient Egyptian villain Sutekh goes to work. And so do you. For you are the mysterious, unknown hero who lurks in the corners, melts into the shadows, and rules the darkness. You are Nightshade for the NES™!

Infiltrate one hundred of the city's most seedy recesses while chasing thieves, thugs and muggers you must squeeze for clues, or destroy. Question dangerous characters, and hunt for hidden objects like force gloves and energy domes. All essential for survival as you fend off the hired assassins hot on your tail.

Follow Sutekh's trail of treachery too closely and you'll be figuring out how to escape the jackal pit, the human printing press, the closing wall of spikes, and other traps. Use your powers of intellect and keep your eyes open and your mind alert. Or you'll no longer control the

ULTRA
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THE JUNGLES OF BEDROCK



You can find hidden barrels of power-ups at the beginning of the second waterfall.



Pop this dinosaur on the nose to force him to open up — there's an extra life inside.



Every now and then a caveman must return to his wilder roots. Cross this water *a la Tarzan* — swing on the vines.



If Fred gets caught under these logs, he's swept over the falls.



Before you fight the boss, use the hopp-asaurus to jump up here, then grab these goodies.

THE CASTLE OF BEDROCK



There's a hidden one-up inside this room.

ESCAPE THE LAVA!



You have only seconds to escape the skeletons and lava once you pull the lever. Quickly run to the right and follow Fred.

This guy should be no problem for Fred. Stand to the side, jump up and nail him with the club. Be careful not to get knocked off the left side.

SHARPEN

Your Skills

Can you hack it? As the imprisoned young adventurer who has just managed to escape your cell in the palace dungeons, you have only 60 minutes to make your way to the top of the palace and rescue the beautiful princess from a forced marriage with Jaffar the evil tyrant who has stolen her father's throne.

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LAKE BEDROCK



You need the diving gear to swim out of any bad situations.



Air bubbles give you transportation across the floor of Lake Bedrock.

THE ISLAND

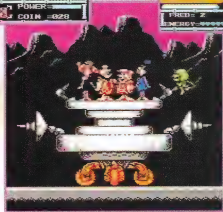


Use a fully powered club hit to take out these guys.

Attack the sword-swallowers from below.



You've finally found all the pieces to Gazoo's time machine! Now your journey really begins.

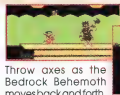


THE CITY OF THE FUTURE



The final stage of *The Flintstones* takes you into the future to rescue Dino and Hoppy. The same methods you used in Bedrock help you here. If you get into a bind, give Gazoo a call.

Count Rockula is the boss of the castle. Each time you attack him, he turns into a bat and tries to find another perch. Club any bats he may throw at you, and carefully time each attack.

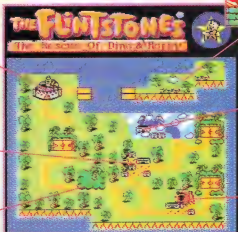


Throw axes as the Bedrock Behemoth moves back and forth, then duck down at the edge to avoid his charge. Climb back up and continue attacking.



To beat this guy, stay in the corner and continue to swing your club. Hit back any coconuts he throws.

THE BOSSES OF BEDROCK



This Dino look-alike is the boss of the Island. If you have a lot of coins and a special weapon, use it on him. If not, club him once, then hop on the bell and run to the other side. Watch out for his tail and the fireballs he breaths.

This mammoth elephant is the boss of the Ice City. As he charges you, use the Hopposaurus to jump over him, then use the slingshot. Remember to build up coins!



To defeat the first boss of Bedrock, quickly move up and hurl axes at his head, then dart back to the left and avoid his fiery breath. Continue the attack until he's beaten.



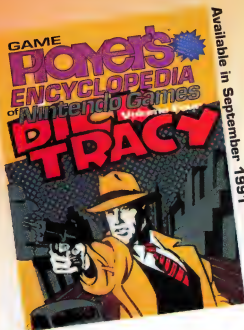
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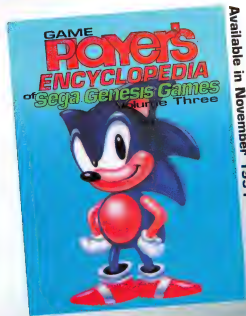
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RYU SWINGS ONTO GAME BOY IN

NINJA GAIDEN

Shadow

Selby Bateman

The *Ninja Gaiden* games have proved to be one of the most popular series of NES action-adventures. Since the three 8-bit *Ninja Gaiden* games have all been great successes, it's only natural that Tecmo would release a Game Boy version.

The designers of *Ninja Gaiden Shadow* have really captured the look and feel of the earlier NES games. The action is smooth and responsive, the graphics are good (by Game Boy standards), and the bosses at the end of each level are challenging. However, as is often the case with Game Boy translations, experienced *Ninja Gaiden* players may find *Ninja Gaiden Shadow* somewhat easier and shorter than the NES versions. The game's still a lot of fun, however, and newcomers to the *Ninja Gaiden* saga will have to keep their fingers busy to survive both five levels.

As in the other games in the series, you guide Ryu Hayabusa through multi-level horizontal and vertical areas to defeat a variety of villains. Your final goal is to defeat the evil Emperor Gulf. And just as in the NES versions, quick reflexes and the ability to learn the patterns of your enemies are the keys to success.

The action in *Ninja Gaiden Shadow* actually comes before the other three games take place — it's a "prequel" to the others. The



game manual says this is an "opening chapter" in Ryu's career, which explains why his only weapons are his trusty dragon sword and the fire wheel, both of which are featured in other *Ninja Gaiden* games.

Ryu does, nevertheless, have an additional trick up his sleeve. If you press up on the directional pad of your controller

while you press the A button, Ryu shoots a wire to the ceiling, a platform, or a pipe so he can climb or get out of the way — a cross between Bionic Commando and Spider-man.

There's a lot to like in *Ninja Gaiden Shadow*, and it's sure to be a welcome addition to anyone's Game Boy library.

The Addams Family™

Morticia has been kidnapped!

Kidnappers have hidden Morticia somewhere in the scary Addams Mansion. You and Gomez have to escape hidden traps, and battle scary ghouls and goblins on your search to find her. Collect the million dollar ransom, find Wednesday, Pugsley and the rest of the family in your attempt to rescue the beloved Morticia.



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**SUPER NINTENDO
GAME BOY ADVANCE**

The name of the game

ocean



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Stay below the rockets launched by the robot at right, then jump up between rockets to take out the mechanical villain.



Robotic attackers crawl toward Ryu and give off a burst of flame when destroyed. Wait until the flame dies down, then advance.



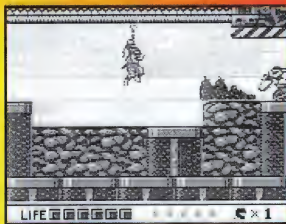
Ryu earns fire-wheel power by striking the Dragon Spirit crystal ball. When using the fire wheel, always try to destroy more than one enemy at a time.



The spider cyborg boss at the end of the first level repeatedly jumps from the ceiling. Wait until he jumps, then quickly move out of the way and start slashing.



Learning when to use Ryu's "wire" is important in avoiding certain enemies and defeating several bosses.



This enemy shoots a stream of fire that advances along the floor. Ryu must hang by the wire, then jump forward onto the platform on the right.



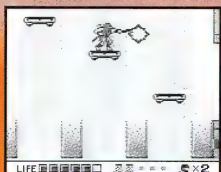
The Dragon Spirit crystal balls that Ryu finds can contain small or large power-recovery potions that help restore his life meter.



There's a one-up in this crystal ball. To reach it, go to the right of the conveyor belt, then work your way back to the left on the platforms above the belt.



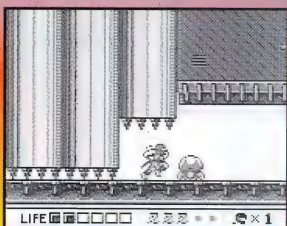
Wrestlers Quick Jack and Big Gregory are the bosses of level 2. Stay away from the little guy, and jump back and forth between platforms to dodge Gregory's kicks and charges.



Hop from elevator to elevator as you quickly move from left to right.



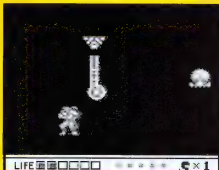
The flame from this platform rotates clockwise, so time Ryu's jump carefully.



It's not hard to avoid these spiked columns as they fall down, but it gets sticky when you try to pick up the crystal ball powers at the same time.



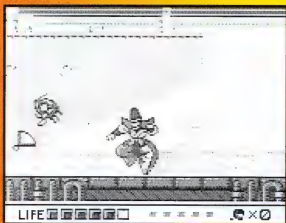
Colonel Allen, the machine gun-shooting boss of level 3, is best defeated by having Ryu hang from the wire, then quickly jumping out of the stream of bullets. Keep at it until the colonel's history.



You can avoid the moving vertical laser blasts in this dark room by spotting the platforms when the lights flash. Hide under or on top of the platforms to block the laser.



As this floor rises, the flames get nearer. Ryu must quickly jump from platform to platform to avoid getting trapped.



Whokisai, the boss of level 4, hovers above Ryu and uses a fan boomerang. Jump over the boomerang, then slash at the boss while he waits for the fan to return.



As Ryu rides these elevators toward the final boss, Emperor Gulf, he must jump above or hang beneath the deadly lasers that shoot from the walls. Conserve your energy — Emperor Gulf is waiting with his own surprises.

NINJA GAIDEN



Tecmo; 18005 South Adria Maru Lane; Victoria Business Park; Carson, CA 90746

SIM CITY

KEYS TO THE CITY

MATTHEW A. FIRME

Sim City is just what it sounds like — a simulated city that you design and govern! You're the mayor, deciding where to build neighborhoods, shopping centers, and industrial parks. You set the tax rates, build roads and railways, and choose where houses and factories are built. It sounds like fun, and it is — but it can get complicated, too.

You begin the game with a barren landscape and just enough money to get things rolling. At first, you might lay out a single road, a factory, a commercial block, and a small neighborhood. As Sims (simulated people) move in and start living and working in your small town, you then expand neighborhoods, and maybe add a few new businesses and a factory or two. But just when your town becomes a thriving city, you notice something new. Traffic jams. Crime. Pollution. People begin leaving your city, and you must fix the problems before your city becomes a ghost town.

No, being the mayor isn't as easy as it might seem. Luckily, you can draw on the experience of Dr. Wright, *Sim City's* built-in answer man. He can give you some idea of what steps to take when trouble arises. The best way to build a healthy city, however, is to plan ahead so that problems don't arise in the first place.

Sim City is a terrific game, based on one of the best-selling PC titles of all time. The Super Nintendo version is every bit as good as the computer original, and it even boasts features the original didn't have. In the SNES game, you're occasionally awarded gifts to place around your city. These perks not only add to your city's value, but they also can create extra money for future expansion. If you can build a city of 500,000 people, you get the greatest gift of all — a statue of Mario for the town square!





Before you begin your city, you must select a piece of land. *Sim City* gives you a choice of 999 possible sites, ranging from islands to river valleys.



It's best to begin building near the center of the map — the inset that appears as you scroll helps you find the center.



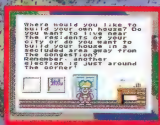
As mayor, you don't actually build each house and business. Instead,

you lay down one of three zones — either residential, commercial, or industrial. A zone is roughly one city block, and only construction of the type you've authorized can be built in that block.



Here, a small town is springing up from the once-empty

land. Every town needs a power plant, and in this case a nuclear plant was chosen. It's across the river from the town — just in case there's a meltdown!



Once your town has a population of 2,000 people, you get to build a home of your own. If you locate your home in a residential area, surrounding property values rise.

1981 FISCAL BUDGET

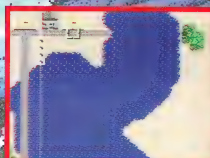
| TAX RATE | | 7% |
|---------------|-------|----------|
| Trans Fund | 1.44 | 144 100% |
| Police Fund | 0 | 0 100% |
| Fire Fund | 0 | 0 100% |
| Debt Service | 0 | 0 100% |
| Current Funds | 144 | 144 |
| Debt Service | 0 | 0 |
| Police Income | 0 | 0 |
| Fire Income | 0 | 0 |
| Debt Income | 0 | 0 |
| Current Funds | 144 | 144 |
| Current Funds | 10092 | 10092 |

The fiscal report at year's end indicates how much money your city's government took in (from Sim taxes), and how much it spent (on maintaining roads, police departments, and so on). The higher your city's property values, the more tax money you receive.

1981 CITY EVALUATION

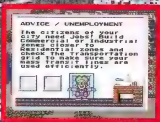
| | |
|--------------------------------|--------------------|
| PUBLIC OPINION | STATISTICS |
| Is the mayor doing a good job? | Population: 7340 |
| 51% YES | Net Income: 3820 |
| 49% NO | Assessed: 105000 |
| What are the worst problems? | Category: Easy |
| 56% UNEMPLOYMENT | Overall City Score |
| 22% HOUSING COSTS | Current Score: 464 |
| 12% TRAFFIC | Overall Grade: 154 |
| 8% POLLUTION | |

Listen to your Sims! Your citizens tell you what they consider the biggest problems, and anything on which more than 20 percent of the Sims agree should be immediately addressed. To improve housing and employment, you must build more residential and commercial zones.



A growing city can quickly develop traffic problems. If there aren't enough roads

— or if the roads are laid out in a disorganized way — traffic can become so bad that people leave your city.



If you're not sure how to handle a problem, ask Dr. Wright for some advice.

SIM CITY



Uh-oh, traffic's really piling up! In addition to being dangerous, excessive traffic causes pollution. There's only one thing to do — build a rail system. In fact, you might want to build your entire city using only rail transportation!



When your city treasury gets low, a gift appears — the bank. By placing the bank in a commercial area, you boost property values. You can also borrow money from the bank to make further improvements.



It's best to earn money for improvements by keeping property values high. Crime, pollution, and a number of other factors can affect your property value; use the magnifying glass to keep track of changing values.



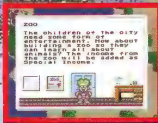
Pollution is one of *Sim City*'s toughest problems. Industry, while necessary, produces lots of pollution. And if industrial zones are placed in clumps, the problem grows.

Use the Pollution Map to keep an eye on air quality. Here, the majority of the city is pollution-free. But the outer ring of pollution is growing, and the citizens are complaining.

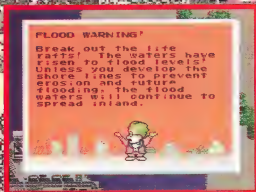


These streets are winding and chaotic, with intersections everywhere. Bad planning is a recipe for failure.

This city is an example of how *not* to build. If industries are located right next to neighborhoods, property values plummet.



As your population rises, you receive recreational gifts like this zoo. A zoo really increases the value of a residential area.



Speaking of failure, sometimes Mother Nature throws disasters at you doorstep, setting back your city's progress for years. Floods can spread across vast stretches of land, leaving only destruction when they recede.



Tornados can whirl right through the heart of a city, destroying entire blocks and disrupting power and transportation to the rest of the city.



Fires occur by themselves or as off-shoots of other disasters. Any land that touches the fire can begin burning. If you face a fire, bulldoze everything around it until the flames burn themselves out.

WARNING
TO GAME BOY PLAYERS
SPOT IS SERIOUSLY ADDICTIVE

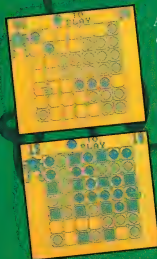


THE VIDEO GAME!

As easy to learn as checkers, yet with levels of complexity that will challenge even chess players, **SPOT** The Video Game offers endless play value for young and old alike.

Featuring:

- 1 or 2 player modes, against your friend or a computer player.
- 5 selectable levels of computer skill to provide a never-ending challenge.
- An "on-screen" playfield designer so you can customize your own game, or select your



favorite from the 512
pre-programmed play fields, for
endless variety.

SPOT RATING: G.

Great entertainment for
the whole family.

DISCOVER THE MOST
ADDICTIVE STRATEGY
GAME SINCE TETRIS™



ALSO
AVAILABLE FOR
NES AND IBM



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SIM CITY

BOWSER ATTACK!

The King of the Koopas has invaded our city. While looking for Mario and Luigi, Bowser is destroying everything in sight. In the meantime, he has set and repaired the damage before he decides to return for a second stroll through downtown.

Godzilla, watch out! Sometimes Bowser, the Koopa King, rambages through the city, leaving an unbelievable wake of destruction.



If you come under Bowser attack, move quickly to isolate fires and restore power.

PLANE CRASH!

A plane has crashed and caused some damage. If you don't act quickly, the damage will be even worse. You must take the necessary steps to prevent further damage.

Airports are good for the economy, but planes can sometimes crash. If an accident is reported, you must immediately put out the flames.



In San Francisco, an earthquake devastates your land. You have ten years to rebuild.

DISASTER SUMMARY



In addition to letting you create your own city, *Sim City* lets you try your hand at fixing six real cities with serious problems.



Tokyo is ravaged by the monstrous Bowser. You must work long and hard if the city is to survive.

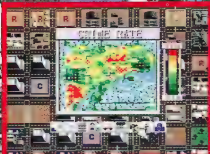


Traffic in the city of Bern is so bad that people are leaving in droves. Can you straighten things out?

A NUCLEAR DISASTER!

The nuclear power plant has gone down! Radioactive waste is all over Boston. Isolate the radiation until it becomes harmless. Build a new city to prevent contamination.

A nuclear power plant meltdown had left radioactive waste all over Boston. Isolate the radiation until it becomes harmless.



Crime is out of control in Detroit. Don't look for Robocop's help — you're the mayor, so it's all up to you.



Rio De Janeiro is flooding. Build up the shores and repair the damage.

Largest Selection of Games Anywhere!

VIDEO GAMES

Video Games

Below Is A Partial Listing

Call For Games Not On List

| Nintendo | | | Nintendo | | | Nintendo | | | Nintendo | | | Nintendo | | | Nintendo | | |
|----------------------------|----------|-----------------------|----------|------------------|-------|------------------------|----------|-----------------|----------|-----------------------|-------|---------------------|----------|--|----------|----------|--|
| Title | Buy/Sell | | Title | Buy/Sell | | Title | Buy/Sell | | Title | Buy/Sell | | Title | Buy/Sell | | Title | Buy/Sell | |
| 10 Yard Fight | 1/10 | Castlevania II | 8/16 | Frankenstein | 12/34 | Koolhaas | 12/28 | Othello | 7/15 | Shingen: The Ruler | 6/15 | Tiger Hell | 2/7 | | | | |
| 1942 | 1/10 | Challenge Of Dragon | 2/10 | Freedom Force | 7/19 | Klax | 14/21 | Pacman | 9/18 | Shinobi | 8/21 | Times Of Love | 12/30 | | | | |
| 8 Eyes | 3/10 | Challenge Golf | 12/24 | Ghostbusters II | 1/15 | Koolhaas Rider | 14/21 | Pacmania | 10/24 | Shinobi Range | 8/21 | Time Lord | 5/12 | | | | |
| A Boy and His Blob | 8/10 | Champ. Bowling (4P) | 8/16 | G.I. Joe | 15/35 | Koolhaas Kneaders | 14/21 | Paperboy | 14/28 | Shredder | 10/27 | Tran Warrior | 12/30 | | | | |
| Abaddon | 4/11 | Chase H.Q. | 10/21 | Galaga | 12/27 | Kung Fu | 12/27 | Palmadams | 7/17 | Silent Assassin | 12/29 | To The Earth | 4/10 | | | | |
| Adventure Of Magic Kingdom | 4/11 | Chessmaster | 10/25 | Galaxy Sword | 15/29 | Kung Fu Heroes | 6/12 | Peter Pan | 12/27 | Silent Assassin | 12/29 | Tombs & Treasures | 8/22 | | | | |
| Adv. Of Bayou Bili | 4/8 | Chip & Dale | 14/28 | Godzilla II (4P) | 8/22 | Legion Of Evil | 19/34 | Phantom Fighter | 9/24 | Silent Assassin | 12/29 | Tobin | 12/27 | | | | |
| Adventure Of Dino Riki | 5/12 | Chubby Chub | 6/17 | Ghenghis Khan | 12/27 | Last Ninja | 10/24 | Pictionary | 6/15 | Silk Worm | 10/27 | Top Gun | 12/27 | | | | |
| Adventure Island | 10/21 | Circus Caper | 3/11 | Ghost N Goblins | 3/10 | Last Starfighter | 12/22 | Pinball | 6/15 | Silver Surfer | 12/27 | Top Gun II | 10/21 | | | | |
| Adventure Island II | 17/33 | Civil Corruption | 8/16 | Ghostsbusters | 4/12 | Le Trivins Golf | 12/28 | Pinball Quest | 8/17 | Simon's Quest | 12/25 | Top Players Tennis | 7/16 | | | | |
| Adventure of Link | 4/12 | Class of Demonhead | 5/10 | Ghostsbusters II | 4/12 | Legacy of the Wizard | 5/10 | Printz | 9/18 | Snake Rattle 'n' Roll | 5/10 | Ultimate Basketball | 8/19 | | | | |
| Adventure of Lolo | 15/35 | Classic Concentration | 10/22 | Gilligans Island | 8/19 | Legend of Kage | 2/29 | Pipe Dream | 8/17 | Skate or Die | 1/5 | Touchdown Fever | 15/29 | | | | |
| Adventure of Lolo II | 18/37 | Clo Clu Land | 5/12 | Goal! | 8/16 | Legend of Zelda | 1/5 | Pirates! | 15/37 | Skate or Die II | 8/19 | Track & Field I | 3/9 | | | | |
| Adventure of Lolo III | 15/35 | Count Command | 5/12 | Godzilla | 5/9 | Legendary Wings | 5/12 | Piracy | 1/5 | Skate or Die II | 8/19 | Track & Field II | 2/9 | | | | |
| Adventure of Lolo III | 18/37 | Cuba Triangle | 5/10 | Golf | 5/10 | Life Force | 5/12 | Popeye | 11/22 | Skull & Crossbones | 10/27 | Two Cops | 12/29 | | | | |
| Adv. Of Top Sawyer | 9/18 | Code Name: Viper | 3/10 | Goldo 13 | 1/5 | Little League Baseball | 12/24 | P.O.W. | 2/10 | Skylark | 3/10 | Ultima, Exodus | 8/18 | | | | |
| Afterburner | 15/32 | Commando | 1/6 | Goones II | 3/10 | Little Mermaid | 6/12 | Power Blade | 12/32 | Smash TV | 14/32 | Ultima II, Avatar | 15/30 | | | | |
| Alien | 8/15 | Conan | 9/21 | Hotchis | 1/12 | Little Nemo | 5/10 | Pradix | 10/21 | Snake Rattle 'n' Roll | 5/10 | Ultimate Basketball | 8/19 | | | | |
| Alien Syndrome | 3/9 | Conflict | 7/19 | Gradus | 2/7 | Lode Runner | 10/36 | Predator | 9/18 | Snake's Revenge | 2/7 | Uninvited | 12/34 | | | | |
| Altair | 15/32 | Contra | 3/10 | Grand Prix | 12/29 | Loose Runner | 10/36 | Prince of Light | 12/31 | Snoopy's Silly Sports | 7/17 | Untouchables | 12/25 | | | | |
| Alpha Mission | 4/12 | Cybernoid | 1/7 | Grenkins II | 10/25 | Low G Man | 5/12 | Princess Tomato | 1/5 | Soccer | 17/34 | Vegas Dream | 15/35 | | | | |
| Alpha Mission | 4/12 | Cybernoid | 1/7 | Grensky Hockey | 5/15 | Luxor | 10/36 | Pro Wrestling | 1/5 | Sonic Brothers | 3/10 | Vipers Tour Racing | 8/19 | | | | |
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MADDEN

ON

MADDEN

Brian Carroll

For years, sports commentator John Madden has teamed up with Electronic Arts to produce various versions of *John Madden Football*. It's been a great combination — in fact, last year's Sega Genesis version (*Game Players Best Sports Game* of 1990) has already sold more than 200,000 copies. Madden considers the Super NES game the best yet.

"It's another step, another level," Madden, former coach of the Oakland Raiders, says. "I mean the graphics are incredible, and we've added two new things — the no-huddle offense and the run-and-shoot."

The no-huddle offense allows teams

to run plays without huddling up to call a play. That usually gives the defense no time to adjust.

"The only advantage of a no-huddle offense is if you can keep the defense off the field,"



Until you master passing — easily the game's most difficult skill — you can let the game system execute the plays you call. After the snap, sit back and observe how the play develops.

he says. "I want to catch you in a run defense, for example, when I'm going to throw a pass."

The run-and-shoot is a wide-open, pass-dominated offense that uses four wide receivers and no tight ends. There receivers do the running; the quarterback does the shooting.

Madden says he added these offensive tools to

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You have several formations and plays from which to choose, so keep the defense guessing by mixing it up. The more unpredictable you are, the more successful you're likely to be — particularly against the computer teams.

tools to make sure that innovations in the sport of football are reflected in his videogames. "What we're trying to do is add diversity," he says. "It's up to me to make sure that the videogame is the same game the pros play on Sunday. These new things have impacted the sport."



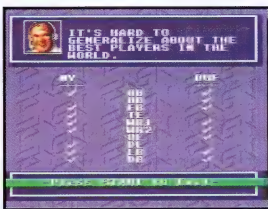
Although these additions improve game play in the SNES version of *John Madden Football*, fans may be disappointed in the game's graphics. In-



If you're a New York Giants fan, you know you should go with a ball-hogging running game and a short-yardage passing attack.

stead of building a new *Madden* for the SNES, the designers adapted the Sega Genesis game — and the result just doesn't look as good as the Genesis videogame. The animation is choppy (a big drawback in sports simulations) and really detracts from the game's realism and playability of the game.

Stat-followers will be glad, however, to see *John Madden's* 29 pro teams (including the All-Madden All-Stars)



Before playing, check out the scouting report on your opponent. It's an easy way to uncover unsuspected weaknesses.

that reflect the skills and attributes of real NFL players. For instance, defensive players are rated for their hitting ability, and quarterbacks are ranked based on how well they scramble.

There are almost 200 plays from which to choose, but, Madden says, you don't have to be a football fanatic to play. "I wanted players from kids to pros to be able to take it to any level."

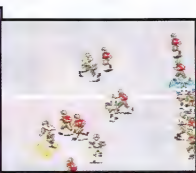
Kids and pros alike will enjoy the fun, fast-paced, realistic football *John Madden* delivers. A great way to liven up play on defense is to try the Team-mates mode, which allows two people to play on the same team. Passing can be



But if you're coaching Miami, you should use the strong arm and quick release of the quarterback on deep pass routes.

tough to master, but try starting out with short, quick pass plays until you get a handle on the way the game executes the plays you're calling. Once you're consistently completing short passes, you can start calling deeper pass plays.

Madden's not surprised to find the game that bears his name a hit. In fact, he knows of NFL players who play *John*



Weather conditions do affect performance, so adjust your play selection accordingly. If you're playing on snow and ice, a heavy dose of running plays is recommended.

Madden "all the time." Stephen Baker, a wide receiver for the 1991 Super Bowl champion New York Giants, is one of those fans. "He always likes to be Den-



Aim your kicks with the directional pad of your controller — especially on field goal attempts where the ball is placed on the right or left hash marks.

When a team's close to a first down, the officials call for the chains — just like they do on TV.



ver," Madden reveals. "He likes the wide receivers and having John Elway throwing the passes. Baker wants to pass on every down."



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Take F-ZERO™

Chris Slate

to the Finish Line

You don't need to know this to play the game, but here's the scoop: By the end of the 20th century, technological advances have improved all aspects of life, from industry to transportation to entertainment. New forms of entertainment are especially important because people now work harder than ever and

desperately need new ways to relax. The result is an inter-galactic grand prix — F-Zero.

In this new Super Nintendo racing game, you're a competitor in the brutal F-Zero. You must pilot one of four hovercars in a fast-paced free-for-all. The race courses themselves are against you,

filled with deadend curves and ruthless traps. You've got three circuits to finish (15 tracks in all) and nine planets to visit.

F-Zero is a must for racing fans — the fastest, smoothest racing game we've ever seen. It can be very difficult, but if you stick in there, you'll earn your reward.



The Blue Falcon is a solid, all-around car that performs well in every area, but doesn't excel in any of them. Still, it's the best choice for beginners.



If you're looking for fast acceleration then the Golden Fox is the car for you. However, it doesn't perform well in other areas. In fact, it's so light that it gets pummeled by the competition, and its maximum speed is only 438 kph.



The Wild Goose is the second fastest car in the circuit, but its real strength is its durability. The wind doesn't affect it as much as other cars, and opponents just bounce off the car's shell.



The Fire Stingray is faster than any of the other cars, but it has very poor acceleration. Only an experienced racer can steer clear of trouble long enough to reach maximum speed.



When you jump a ramp, remember to hold down on your controller. This makes your jump longer and cushions your car when you land so you won't lose speed.



Slow down a little for the rough tracks, or if possible, steer clear of those areas to keep up your speed.



Hit the pit only when necessary. If you're seriously damaged, brake inside the pit area to lengthen the time of your repairs.



It's important to lean into tight curves to avoid being thrown into the far wall. Use the L and R buttons to dig into sharp corners.



Try to drive straight through the middle of a mine field. There's usually a straight path, but if sudden turns or other obstacles get in your way, slow down to navigate carefully.



When curves are this close together, you usually don't even have to turn—just shoot straight through the middle and gain valuable time.



Some tracks are covered in ice or water. Keeping your balance on these surfaces can be extremely tough, so take it slow and easy. If you spin out and begin to fall behind, use a super-jet to rocket ahead to some clear track.



When these speed-up arrows whenever they appear — if you don't, your opponents most certainly will. If you miss one, it's wise to use a super-jet so you don't fall behind.



Repeated blows to your car could knock you around the other way. When this happens, turn back around quickly to avoid a head-on collision with another racer.



These gravity bars draw you directly to them, where your car gets charged with deadly electricity. Steer in the other direction ahead of time to counter the bars' pull.



Be careful not to bump into other cars when you jump a section of missing track. Your opponents can knock you off course, putting an immediate end to your race.

| | | | |
|-------------|--|----|-----------|
| BEST RECORD | | 1 | 2' 15" 11 |
| MUTE CITY I | | 2 | 2' 20" 28 |
| KNIGHT I | | 3 | |
| BEST LAP | | 4 | |
| 0' 26" 26 | | 5 | |
| | | 6 | |
| | | 7 | |
| | | 8 | |
| | | 9 | |
| | | 10 | |

The records screen is proof that hard work does pay off. Improving your racing skills earns you a place in this F-Zero Hall of Fame.



At the starting line, hold down your accelerator during the countdown. When the race begins you shoot out ahead of your competition. Normally when you do this, you slow down after the initial burst of speed and everyone passes you, but if you follow the diagram we've provided, you can use an opponent to knock you up to maximum speed.



KICKMASTER

Richard Lashley

Lowrel, your home, is under attack. A powerful and cunning wizard named Belzel has been patiently waiting for the right moment to attack. Now, right under the noses of the courtroom guards, Belzel has assassinated Lowrel's king and queen and has whisked the princess, Silphee, off to a haunted tower.

To fight Belzel and rescue the princess, Lowrel needs a battle-hardened expert in martial arts — you. Luckily, you've prepared for this fight for years. As the youngest warrior ever to earn the coveted title of Kick Master, you alone have the skill to face Belzel.

In Taito's adventure *Kick Master*, you travel



Increasing your experience and magic levels is crucial in this battle for Lowrel. Three power-ups explode into the air from each destroyed enemy. It's hard to catch them all, but each one helps.

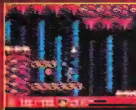
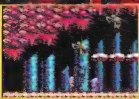


Drullia, the boss of stage 1, conjures up lizard warriors who roll around like bowling balls. Leap above their attacks and use your Bouncing Bulb magic to knock Drullia from the skies.



Tucked in a chest on this path in the Witches Forest is the Bouncing Bulb spirit, which shoots destructive magic from a floating orb. Each shot drains your magic power by three points.

In the Caverns of No Return, Grim Reapers drop from the ceiling, toting their traditional scythes. These Reapers are most vulnerable as they drop. So kick them in midair.



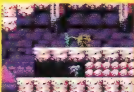
These fragile bridges tumble from beneath your feet if you stand in one spot too long. However, before you sprint off this bridge, go in the cave to the left to find the Magic Boots spirit, which enables you to walk over dangerous areas without a scratch.



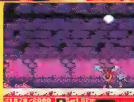
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Wolf rider, the boss of the caverns, surrounds herself with lasers and flying wolves. Squat in the lower left and cast Bouncing Bulb spells to destroy the wolves in the upper right. When you destroy Wolf rider, you receive the Twin Power spirit, which creates a twin to draw enemies away from you.

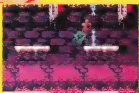
When ever you see these brown blocks, look for valuable objects inside them. You can often find power-ups or secret passages — such as this one in stage 3.



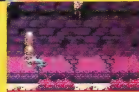
Wing leader, the boss of stage 3, swoops down at you under the cover of his lightning orb. Avoid his attacks — and be patient. When he drops to the floor, attack him with a series of kneedrops. You're given the Lightning spirit after this battle.



Chains plummet from above in Belzed's first stronghold, and this sub-boss spins himself into a ball of energy. If you have 1,000 experience points, you can use the kneedrop to kill this creature.



This hypnotic chain of snake bones is topped by a thick skull rocketing straight for you. Ram a high kick into his jaw whenever he drops to the floor. If you're quick enough, you can stun him with one blow and score repeated hits.



As you progress into stage 4 (The Bottomless Crevice), you should have attained level 2 (2,000 experience points) and can add the slide-kick to your repertoire of martial arts.

through eight stages simply crawling with death. You must not only use your fists, but you must also use your head. Your martial arts are complemented by a variety of dynamic spells, but you must have a lot of magic points to fuel the spells.

Magic flashing from your fingertips and demented creatures roaming the countryside may sound dramatic. Unfortunately, the graphics aren't all they could be in *Kick Master*. Small characters, flickering bosses, and rather

bland scenery can make following the action confusing. Nevertheless, your character responds smoothly to your commands, and there is an

impressive mix of kicks for you to master throughout the game.

You begin your mission in the Witches' Forest with your magic and experience levels at their minimum.

Luckily, the enemies you initially face are easily defeated with basic martial arts. As you advance, you're able to withstand more and more damage,

and the range of magic you can cast increases simply by picking up the items destroyed enemies leave behind.

After you defeat a boss, you receive a magic spirit with a unique power. However, you can use only one type of magic at a time, and the number of magic points you have limits not only the spells you can cast, but also how frequently you use them.

Your main tool for survival is skill in martial arts. You begin with only three moves: the high-kick, the sweep-kick, and the vertical press-kick. Once you've collected 1,000 experience points, you advance to level 1 to master the kneedrop — your best defense. Some enemies are armor-plated, and the kneedrop enables you to crunch down on your enemies from above. As you advance, you're given new moves, and



Taito; 390 Holbrook Drive; Wheeling, IL 60090

your maximum possible hit points and magic points increase.

It's important to have a lot of magic points so your spells

don't sputter and die during battle. The further you progress, the more important magic becomes. In stage 7, for example, you receive the Earthquake magic spirit, a spell that drains 20 magic points every time you use it! But the results are worth it. After an Earthquake spell is cast, your opponent is frozen in his tracks, becoming an easy target for your attack. In stage 8, as you clamber up the slimy stones of Belzed's Haunted Tower, this powerful spell is essential.

Kick Master is a ninja-with-a-magic-wand game that strongly resembles Tecmo's *Ninja Gaiden*, except that you have a variety of kicks instead of a variety of weapons. You've probably played a game like *Kick Master* before—only the graphics have changed.



The Force Field spell comes in handy as you fight a swarm of goblins at the end of this stage. As the shield absorbs the creatures' sonic blasts, attack these airborne enemies.



As you approach Belzed's Haunted Tower in stage 7, karate soldiers attack with overwhelming forces. However, your slide technique allows you duck their attacks by sweeping through their legs.



At the exit from stage 7, a feathered menace waits for you. Difficult to defeat with just physical blows, this bird is quite sensitive to your Lightning magic. You need the Earthquake magic you receive from this battle not only for the

sub-bosses, but also for your final battle with Belzed.



The boss of stage 4 is a lion who spits fire and ignites himself into a ball of flame as he charges. Save your magic for more difficult battles and use a few well-placed kneedrops.



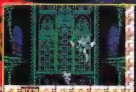
On Belzed's Ship of Strife, squishy sea creatures try to prevent you from getting to the bridge. Look for power-ups inside. To destroy the flying demon outside, run to either side of the bridge. Keep the creature off balance and give yourself time to set up a vertical press-kick as he dives out of the masts.



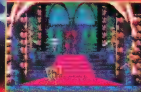
This octopus boss, which drapes long tentacles over the bulwark, puts up a tough battle. As you dodge the bubbles, attack each tentacle as it hangs over the side. Once they're chopped away, attack his head with Lightning spells. You collect the Whip Lightning spell at the end of this battle.



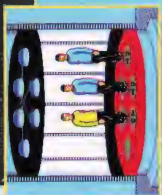
You find the Force Field magic item in an underground pit of vines just past the entrance into the swamp in stage 6. The Force Field protects you from bullets.



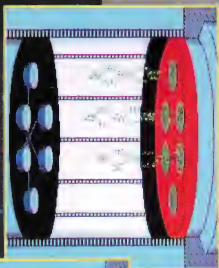
Battles with stubborn opponents are easy once you have the Earthquake magic. Freeze this first sub-boss with a quake, then hit him repeatedly with high kicks while he's helpless.



Belzed's last line of defense is a towering knight. After you defeat him once, he changes shape and continues fighting. Keep attacking with your flying jump-kick. Belzed is near, very near.



Without windows, especially. Chief Engineer Scott says the ship can remain in orbit for only two hours. Red, Blue, and Yellow beams down to the planet's surface to search for the energy source.



[illegible]

Threats to the validity of the study are discussed in the Appendix. Although the study has several limitations, it is the first to show that the use of a single-point assessment is associated with a higher risk of bias in the results of a meta-analysis.

100

As Caputo, Kuch, and others warn, such a strategy is only a temporary stopgap. The solution, says Benjamin Chale, founder of strategic planning firm the Strategy and Design Group, is to "redefine the strategy and learn how to look at the market." The best place to start, he says, is by conducting a competitive analysis—the company's current position in the market, its strengths and weaknesses, and the steps it can take to improve its position. "The company needs to see where it stands, and the leadership has to take the time to look at the market. The only way to do that is by going out and talking to your market."

The same place to exhibit also is an excellent location for the National Association of Broadcasters' Convention. You must do a little planning, however, you must have a good location. It's a bold statement, but it's true. You know the place, you know the place, you know the place.

1

Reversing engines in a struggle to escape the gravitational pull of the black hole, the Enterprise has lost engine power.

Lisa M. Bouche
Chris Slate





Without dilithium crystals, Chief Engineer Scott says the ship can remain in orbit for only two hours. Kirk, Spock, and McCoy beam down to the planet's surface to search for the energy source.



Wall the voyages of the *Starship Enterprise* were led. A legend it has inspired. The original TV show has been followed by a novel and "Next Generation" series and six feature movies. Now, 25 years after Captain Kirk made his last big voyage, the rest of the U.S.S. *Enterprise* enters the 21st century with *Star Trek: The Next Generation*.

It's a new crew, a new mission—Kirk, Spock, Scott, McCoy, T'Pol, Uhura, Chekov, and Sulu are all aboard the new ship, and the *Enterprise* is back in the future. The ship's been drawn through a hole in space and thrown out in an uncharted galaxy with no star maps. The *Enterprise* is back, and the crew is a mix of old and new.

crystals to power the ship's engines.

As Captain Kirk, you must make sure that your crew is well equipped enough to find a dilithium deposit. Once around the strange planet in the galaxy and back down to the planet's surface. The first planet in the galaxy can be considered a practice run—the *Enterprise* automatically orbits the planet, and the ship's sensors locate what makes up the landing party. Talk to the sensors on the surface, the ship's threat perception tells you how to conduct your search.

The other planets in the galaxy are categorized as: Common Space, the Neutral Zone, and the United Federation of Planets. You must go into battle with the three you must visit to reach an objective. It's a bold mission for a bold captain—the *Enterprise* is yours. You know the



Reversing engines in a struggle to escape the gravitational pull of the black hole, the *Enterprise* has lost engine power.

Lisa M. Bouchee
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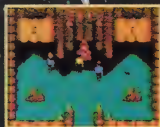
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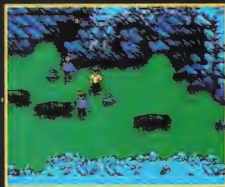
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Spock's tricorder indicates a crystal deposit inside a Druid temple. A wise alien tells Kirk that the Eye of Kakes, unlocks the temple door.



Once you solve the mysteries of the temple, a hidden door opens. Inside is a small supply of dilithium crystals.



Head west and look for three stones arranged in a triangle. Set your phasers to full power and blast at the cliff face the stones point to. There's a small supply of crystals there.



Once you gain entry to the temple, write down the symbols in the order you see them on the walls. Those symbols are the key to the temple's inner rooms.



Use the galaxy map to plot your next destination.

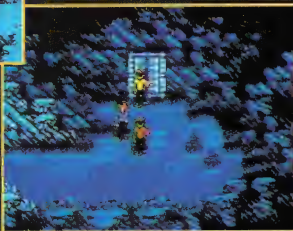


When you orbit Lakythos and prepare to beam down, make sure you include Spock in your away team.



This broken robot blocks your path to the south. Spock can fix him, but it requires your dilithium crystals.

Look for this door to the far southeast. Set phasers on full power and blow it open. Keep the phasers on high until you encounter the security officer.

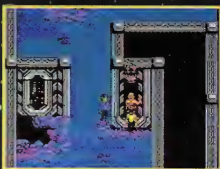
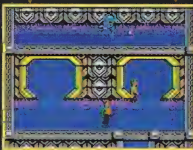




The only way to get this computer back on-line is to find three control modules.

To collect a module, first find a piece of trash from the maze, then throw it onto the module.

Turn on the maintenance robots with the switch to the north. When a robot picks up the module along with the trash, shoot him when he passes through the force field. The module is yours!



After placing all three modules, walk to the maze's lower right. There's a grateful alien there who's willing to share his dJiJhiium.



While en route to your next destination, you're forced to cross Romulan territory. Unfortunately, the Romulans don't take kindly to trespassers.

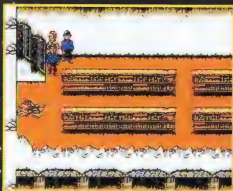


Grab this butterfly on the black market planet — he's your ticket past the lizard man inside the bar. And don't forget to visit the hotel. Persuade the woman inside to receive a remote control, then use it to uncover a secret stash of valuables.

What's this? Harry Mudd is dealing with the Romulans! This can only mean trouble for the Federation, so you'd better investigate further.



Poking your nose around this secret Romulan base eventually lands you in the brig. If you can get Spock close enough to the guard, he might be able to mind-meld with him.



This planet seems devastated. If you add a historian to the away team, he can learn the cause of the destruction from the library's computer.



One time-traveling trip around the sun, and you see the world as it used to be — a reflection of a familiar planet's gritty past.

Ultra; 900 Deerfield Parkway, Buffalo Grove, IL 60089



REVIEW

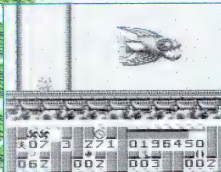
GAME BOY

Turrican

Jeff Lundrigan



Don't you hate it when your bio-engineering system goes berserk? It happened years ago on Alterra in the aftermath of an earthquake. Instead of keeping the planet safe and inhabitable, the Multiple Organism Unit Link (MORGUL) started destroying all life.



When you're in Buzzsaw form, you're invincible. Transform, then use the Power-Line weapon — or even a well-powered-up Multiple Shot gun — to defeat the bosses.



At the very beginning of the game, run all the way to the left, kneel at the top of the cliff, and shoot right. A hidden block appears — shooting it uncovers power-ups.

Luckily, a mutant warrior known as Turrican has now been created. His mission is simple: He must reclaim Alterra by wiping out its new mutant life and destroying the damaged MORGUL.

Turrican has four long, long levels, each with two bosses, located midway through and at the end of the stage. If you run out of energy, you can continue from the exact spot you died, but if you run out of lives, it's back to the beginning of the level.



Power-up blocks are hidden throughout the game. After defeating the Gauntlet, there's a series of blocks off the top of the first pair of towers, leading up to a plethora of one-ups.

The game provides a handful of continues, and you can earn even more, but considering the game's level of difficulty and length of its stages, there simply aren't enough chances to finish the adventure. Turrican doesn't have the smoothest character control either, although it's certainly no worse than any number of Game Boy titles.

In spite of these problems, there are some good points. You have a lot of different weapons at your disposal, and there are power-ups all over the place (hint: avoid laser-blast tokens like the plague — this weapon is almost as useless as the regular gun). The large levels also give you plenty of area to explore.

Turrican is currently available for the Sega Genesis, and it says a lot that the Game Boy version is virtually the same, with everything found in the same places and the enemies defeated in the same way. But the graphics, even compared to other Game Boy titles, aren't up to standards. In fact, Turrican is an overall average game.



GP

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REVIEW

NES

Die Hard

Jeff Lundrigan



You're trapped in a 40-story building, you've got no chance of help from the outside, and there's a gang of ruthless criminals running rampant. It's not a good start to the holiday season, but it's an excellent idea for a movie. You'd think it would be an equally good idea for a videogame, but that's not the way it works out.

Die Hard is fairly challenging; it's just very limited.

The biggest problem with the NES game is that it follows the movie *too* closely — there aren't many surprises. The crooks need a certain amount of time to open the building's vault, and in that time you move from floor to floor, getting into shootouts and trying to whittle down their

numbers so you face only a few in the final stage.

You can improve your odds by alerting the police from the roof with a radio, and there *are* different endings depending on what you're able to accomplish. However, it's so difficult to win the game without doing everything exactly right, that once you've figured out the best order of events, you just play through them — over and over again — until you're skilled enough (or lucky enough) actually to beat the game.

You might actually enjoy playing *Die Hard* for a while, or even pressing ahead until you beat it once. But it's a game that quickly wears out its welcome.



GP



If you go to the roof after the police arrive, watch out for the rescue chopper. The crew thinks you're a crook and tries to shoot you — just as in the movie.



The all-important detonators are tough to find — and even harder to keep. They're the first thing you drop if you take any damage.

AVERAGE
5

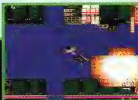


"Terrorists have invaded the Nakatomi Building. Send the police, now!"



All: "We just spotted someone on the 35th floor, north side."

Once you get to the roof and alert the police, Al helps you by letting you know the whereabouts of the crooks.



Looks like a blueprint of the 5th floor. There's the main computer. Taking it on

As soon as you can,

use the blueprints to find the building's computer, then blast the machine with a rocket launcher to gain some vital extra time.



John takes the first aid kit to help ease the pain in his feet.

As you cut your feet on broken glass, you slow down. You can heal yourself, however, by using the first-aid kits that are always found in the same places in the building.



REVIEW

GAME BOY

Jeopardy!

William R. Trotter

“Jeopardy!” ranks with “Wheel of Fortune” as one of television’s longest-running and most popular game shows. It’s got a great get-the-answer, answer-with-a-question gimmick, a sophisticated host, and interesting, intelligent contestants.

Now the show’s millions of fans can take *Jeopardy!* on the road, thanks to GameTek’s Game Boy conversion of its best-selling NES game. Everything that was in the full-sized version seems to be here, except, of course, for the colors—but in a game like this, who cares?

The problem with the *Jeopardy!* videogame is that you must spell out your answers, using the directional pad of your controller. It’s difficult and painstaking, and if you make a mistake, it’s over to the “delete” command before you start again. There’s no way around this interface (unless you change the answers to multiple choice), and it’s annoying in the NES version—but it’s especially cumbersome with the Game Boy.

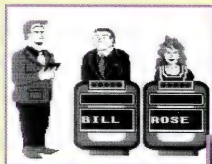
One thing seems different about this Game Boy version: the questions are the toughest we’ve seen in any edition of *Jeopardy!*—no matter which category you select, your memory, knowledge, and powers of deduction will get a real workout! Nice work, GameTek.

We do, however, recommend playing against a human opponent if you want to get maximum fun out of the game: the computerized opponent sometimes gets lucky, but more often than not delivers a truly mo-

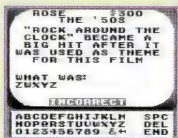
ronic answer, something like “Xwzyt.”

Jeopardy! fans get good value in this handheld version of their favorite show—it’s just the thing to take on a family trip.

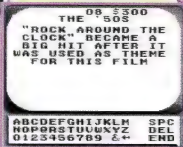
GP



The characters in this Game Boy version are just as appealingly weird-looking as those in the NES game.



You'll have much more fun against a human opponent than playing against the really dumb computerized one.



There's nothing goofy about the questions, though—they're tough and challenging.

GOOD
6

REVIEW NES

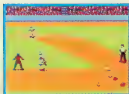
Roger Clemens MVP Baseball



Bunt to advance

runners and occasionally to pick up a cheap base hit.

If you can catch a player in a rundown, you should charge toward him to force him back to the bag.



back to the bag.



When a player tries to steal, you must not only make the throw in time, but the tag as well.



Check out the status screen for an update on your pitcher.

Brian Carroll



For years, Bo Jackson, Ryne Sandberg, and Roger Clemens have competed on the baseball field. Now, with the release of *Roger Clemens MVP Baseball*, they're competing on store shelves for videogame sales.

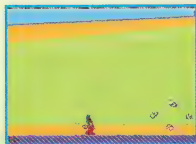
Unfortunately for Rocket Roger, his game doesn't sparkle as brightly as his pitching. With average game play and few new features, *MVP Baseball* is good, but well short of spectacular.

One of those new features is the way in which stolen bases are attempted. You execute your pick-off move the same way you do in most games, but in *MVP Baseball*, you must apply the tag as well. Unfortunately, this requires as much guesswork as it does skill. If the base runner goes to the right of the bag, and you guessed he would veer left, he's safe.

Since *MVP Baseball* isn't endorsed by Major League Baseball, LJN couldn't use the names of real pros in the game's roster. Instead, LJN rearranged and amended those real names to create a new roster. A lot of the fun of *MVP Baseball* is trying to decode the almost-familiar names. For example, the right fielder for Los Angeles is Raspberry, a player obviously based on Dodger slugger Darryl Strawberry.



Diving and leaping are the keys to making great defensive plays.



Fielding in the outfield isn't easy. On the plays to the wall, you momentarily lose sight of the ball.



As "Rocket Roger" Clemens demonstrates in the majors, pure power is often the most effective way to get a strike.

REVIEW

NES

Gary Meredith

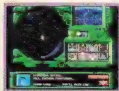
Overlord

When scientists discover hyperdrive shortcuts leading to a previously unknown dimension, the populace of Epsilon rejoices. An extensive search finds no life forms in any of this new dimension's four planetary systems, so the area is evidently ripe for colonization.

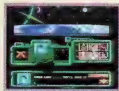
But without warning, new planets begin to appear in the alternate dimension — planets that are inhabited by highly developed life forms. Further study reveals that the four planetary systems form a buffer zone between Epsilon and four entirely different dimensions. The alien beings in those regions are also planning expansion, even if it means colonizing Epsilon.

In *Overlord*, you're the leader of Epsilon and must send your

The main screen gives you status messages on your conquests and the conquests of your enemies. It also provides access to all subsidiary screens.



The Starbase screen displays the status of a particular planetary system. Incoming and outgoing flights are also noted.



with your tax rate until you discover the level allows the highest productivity.

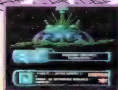
Your resources must be managed carefully — especially at the beginning of the game. Experiment

forces to the four planetary systems. Your goal is to conquer the buffer zone by defeating the rulers of the four newly discovered dimensions. But to accomplish this mission, you must marshal military and industrial strength, while keeping the support of your subjects.

This attention to the details of running planetary stations is what sets *Overlord* apart from the usual NES war game. For example, it's not enough to recruit soldiers — you must also equip them with the specific weapons, armor, and accessories they need for a job or position. These requirements vary with each planet.

Overlord is one of the most complex games you're likely to find for Nintendo. Based on the computer game of the same name, little has been lost in translating *Overlord* for the NES. It's not a game for casual players, but those with the perseverance to master the intricacies of the game's structure are rewarded with many hours (very many hours) of enjoyment.

Whenever you find a planet, your first job is to terraform it by establishing an atmospheric

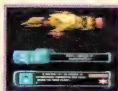


processing station.

With cash so vital to your success, using a mining station to exploit the planet's



core is an essential step.



Since the rulers of the other systems plan to expand, a strong space fleet is a must. Depending how entrenched the enemy is, you can decide whether to take an offensive or defensive posture.

Amid all the high-tech terraforming equipment and weaponry, there's still the



opportunity for basic, "down and dirty" battles on a planet's surface.

GP



REVIEW

GAME BOY

Choplifter II

Phill Powell



A classic Choplifter II dilemma: You're hemmed in by the storm clouds, massive cannons are gunning for you, and a patrolling tank hopes you're going to fly into its sights.



Your flight through the second sector is complicated by the cave's hazardous terrain. Expect some tight squeezes when your descent to the bottom of the cave prompts a high-caliber greeting from an enemy gun.

Choplifter II contains equal parts of fun and frustration. Essentially, it's a set of 15 rescue missions in which you pilot a whirlybird through various war zones while trying to retrieve prisoners of war and bring them safely back to your home base.

The incredible ability of helicopters to hover and move in all directions makes them natural vehicles for videogames. The 'chopper you fly in JVC's *Choplifter II* not only sports a front-end machine gun, but it can also pick up assorted weapons, ranging from flamethrowers to bombs to missiles.

Because of your 'chopper's limited carrying capacity, missions usually require at least two trips out — which means you should be prepared to fly over the same territory several times as you shuttle passengers to safety. Seeing the same territory repeatedly can make *Choplifter II* lag in the action department and seem repetitive.

More of a problem is the chopper's strange controls. All your steering is done with the directional pad of your controller, which makes a lot of sense. Unfortunately, pressing the directional pad to the left or right also turns the helicopter from its normal side view to a position facing you.

That may not seem like a big deal, but having the directional pad control two functions makes the heli-

The rope is one of the handiest items you can pick up. Without it, there's no way you could land on the ship's spikes and retrieve these prisoners of war.



copter much less maneuverable. And since you encounter situation after situation in which being able to slide through or into a small space is critical to your success and survival, one slip on the directional pad and your little whirlybird can disappear in a puff of smoke. When precise movement is this important, you shouldn't have to worry about whether your 'chopper is about to change positions and possibly even blow up.

It says a lot for *Choplifter II* that it's still a very enjoyable game, despite this sizeable design problem. The missions, which show lots of variety and imagination, take place over deserts, seas, jungles — even inside a cave. The game's graphics look good without complicating the action. The password feature is always welcome — and it's particularly helpful in this game.

Choplifter was a big hit in arcades, and players who enjoyed the coin-op version should find this translation acceptable. If you liked it before, there's no reason why you shouldn't sign up to rescue these small-screen P.O.W.'s.

■■■■■■■■■■

GP

REVIEW

NES

Eliminator Boat Duel

William R. Trotter

Are you ready for hot, rough competition? Then strap yourself into a stick of Nintendo aqua-dynamite — the Eliminator power boat. Your goal in this racing game is to beat your opponent on 25 different race courses, each full of nasty surprises and tricky obstacles, then challenge the all-time champ: Disaster Don.

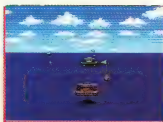
Each time you win, you can upgrade your boat's performance and durability at the drydock. You can invest in more powerful engines, stronger hulls, or better steering (steering should be your first choice if you can't afford all three), until you end up piloting something that's more like a rocketship than a mere boat.

There's no need for fair play. Use nitro-boosters to forge ahead of the competition, and learn to ram your opponent into crippling obstacles such as tree stumps, floating oil drums, wooden pilings, and packs of starving alligators — it's all part of the "game."

Eliminator Boat Duel features sharp, snappy graphics, and lots of fast action. There are three difficulty levels, and although the game system is an aggressive competitor, the game really comes into its own when you duel against a friend. All in all, it's a solid racing game with enough novelty to keep it fresh through many hours of play.



You face a big penalty if you start the race before the bikini-clad babe drops the flag.

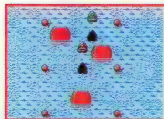


Races are shown from two angles — this cockpit view makes it easier to steer than the overhead perspective.

GP

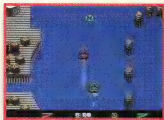
Unless you have lightning-fast reflexes, you should invest your

winnings in steering improvements before you buy a better engine.

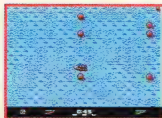


Use the occasional ramps to "get the jump" on your opponent.

Run over the "N" icons to obtain extra bursts of nitro-power. Likewise, dollar signs give you cash bonuses.



Some of your opponents are very strange indeed.



Racing in the bayou is tricky. The channel is narrow and twisting, the sides are full of floating logs, and hungry 'gators pop up to take a bite out of your hull.

GOOD 6

REVIEW NES

Tecmo Super Bowl

Selby Bateman

One of the best sports games ever developed for the 8-bit Nintendo system is *Tecmo Bowl*, a football game that won the 1989 *Game Players Sports Game of the Year*. Now Tecmo has updated and expanded that game substantially with *Tecmo Super Bowl*.

The original *Tecmo Bowl* features great head-to-head play, easy-to-control characters, good sound effects, a nice variety of play options, and well-designed graphics. *Tecmo Super Bowl* manages to keep all that, but it adds a great deal more. In the new game, all NFL teams are represented, including most of the players from the 1990-91 season. There are preseason, full season, and Pro Bowl play options, and a battery-backup feature lets you keep the season records going — right through to the Super Bowl.

The new game also features more offensive plays and defensive formations than the original. And there are animated scoring and kicking screens that are a lot of fun.

Veteran *Tecmo Bowl* players will have to get used to a few differences in *Tecmo Super Bowl*. For instance, the characters in the new game are smaller, but more detailed than in the original game. But that means you get all 11 players on a team rather than just nine. Play options are displayed sideways rather than vertically — but that's no big deal.

Sports games for the 16-bit Super NES and Sega Genesis systems are deservedly getting a lot of attention these days. But you can bet that there's not going to be a football game for the 8-bit Nintendo system better than *Tecmo Super Bowl*.



Take command of your favorite superstars and head for the Super Bowl.



Choose from a variety of running and passing plays.



Tecmo Super Bowl gives you smaller players than the original — but a full complement of 11 players instead of nine.

GP



Animated action screens add some fun to kicking and scoring.



You get all 26 of the NFL teams in this new NES football game.

REVIEW

NES

Richard Lashley

Kiwi Kraze

Wally Walrus doesn't like kiwi birds. And after hearing about a shortage of kiwis in zoos, he grabs all the kiwi birds he can, including Tiki's girlfriend, Phee Phee.

In *Kiwi Kraze*, you join Tiki's five-stage rescue mission. Your only weapon is a bow and arrow, but you can collect weapon power-ups that provide you with bombs or a ray gun.

Strategy isn't a major requirement in *Kiwi Kraze*'s run-and-gun action. There are, however, some interesting ways to travel. The warp zones are your best transportation. If you shoot arrows at everything, you might uncover a warp zone that bypasses an entire level. You can also commandeer balloons from flying enemies. Blast the foes, then hop onto their balloons. Besides the typical bear-shaped balloons, there are special armored or speedy balloons in the final levels.

With simple graphics and easily mastered controls, *Kiwi Kraze* might appeal to young or novice players. More experienced players will probably want to send Tiki back Down Under.

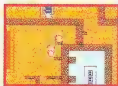


Blast a Flying Teddy off his balloon, then hop on to float past dangerous obstacles.

The Ice Whale is the Auckland (stage 1) boss. After he swallows you, dodge the digestive juice and blast the whale's stomach.

To reveal warp zones, poke around with your bow and arrow. This stage 1-2 warp zone leads to two more zones. Warp to the right to find an extra life — and the exit to this level.

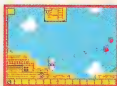
At the end of the first level in Rotorua, skip past your caged friend and climb up the ledges behind him. There's a warp zone at the top that leads to the end of stage 2-3 — don't miss it.



The boss of stage 3 shoots bullets which spread out, covering the whole area with hot lead. Jump over the bullets at the far right, then attack the boss between volleys.



In the stage 4 mazes of Cook Strait, the clock is an invisible, but very real, enemy. If you tarry too long, you can expect an attack from this pitchfork-totin' demon.



As you enter Mount Cook in stage 5, grab this Laser Gun for more firepower. This weapon fires through walls, which is handy when you finally face your greatest enemy, Wally the Walrus.

GP

AVERAGE
5

REVIEW

NES

Trog

Selby Bateman

Ever since *Pac-Man* first appeared, maze-chase games have proved big hits. One of the most popular arcade quarter-burners in recent years is *Trog*, something of a prehistoric *Pac-Man*. Acclaim's NES version of *Trog* does an excellent job of bringing the fun and charm of the arcade version into an 8-bit cartridge.

The game features a seemingly endless supply of hungry cavemen, all named Og. The Ogs chase after Spike and Bloop, two small Dino-Mites. Playing Bloop (in the one-person game) or Spike and Bloop (in the two-person game), you guide your character through a series of islands littered with Og eggs. Once you cross over an egg, it's yours.

The Dino-Mite eating Ogs make life difficult for Bloop and Spike.

There are also tar pits, fires, slow-down mushrooms, and the dangerous cliffs surrounding the islands — any of which can help turn Bloop or Spike into an Og lunch. However, if Bloop or Spike runs across a pineapple, the tables are turned, and they become Og-eating Tyrannosaurus Rex dinosaurs. Other twists and surprises help keep game play interesting.

Acclaim has captured much of the personality and humor that make the arcade version so enjoyable. The cartoon Ogs smack their lips when they feast on Bloop and Spike, leaving nothing but bones. The sound effects are excellent, and game play isn't really difficult, especially at the lower levels. *Trog* will keep you moving from island to island.

GP



Bloop and Spike are Dino-Mites bent on survival.



Og is a walking argument for evolution.



When they run over a pineapple, Bloop and Spike become Og-eating dinosaurs.



Whoosh! Grab a hot tamale and your breath really turns fiery.



Find an ice cube, and you can freeze all the on-screen enemies.



A lucky horseshoe makes you invincible.



REVIEW NES

Jeff Lundrigan

Kung Fu II

The original *Kung Fu*, released back in 1985, was the first martial-arts action game for the NES. Closely patterned after the arcade version, it wasn't a classic, but it was a good, solid game.

Since then, there have been a lot of martial arts games — so many that *Kung Fu II* doesn't add much to the genre. Your arsenal of fighting skills consists of a punch, a kick, and a jump-kick ... that's it. When you consider the number of moves at your command in games such as *Double Dragon*, this is tame stuff.

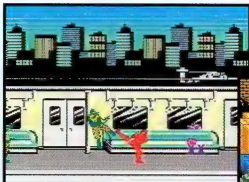
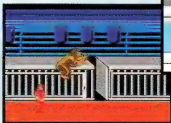
The graphics aren't all that exciting, either. The animation isn't bad, and the play control is fairly responsive, but the characters are small, and the backgrounds are very simple, with big blocks of color and lots of straight lines. There isn't even a good variety of enemies.

This is a big disappointment from Irem, whose other titles, including *Metal Storm* and *R-Type*, are very good. In fact, the whole game has a vaguely unfinished feel — almost as if the designers meant to add more to the game.

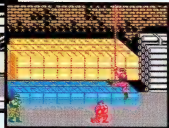
GP

Mr. Benjamin is the ringleader of a corrupt circus.

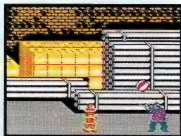
Before you can fight him, you must defeat his pet gorilla.



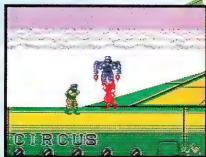
To defeat Flame Joe, the first boss, run up and kick him repeatedly.



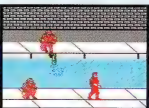
When these enemies swing in — on perfectly straight ropes — wait until the last second to duck. They pass right over you.



Chin Gensai throws rings of magic force that can freeze you in your tracks. Break out of them by kicking and moving the control pad quickly.



When the jet-pack enemies appear, freeze, wait for them to swoop down, then kick them out of the air.



When ninjas pop out of the water, you'd better

kick 'em quick — in a few seconds, they start throwing deadly shuriken.

BELOW AVERAGE
4

REVIEW NES

Ultimate League Soccer

Lisa M. Bouchey

Soccer may be the world's most popular sport, but in the U.S., it still has some catching up to do. Soccer videogames have also been slow to catch on with both designers and video-playing sports fans. Until now, Jaleco's *Goal!* has been the only NES soccer game available. AVE's *Ultimate League Soccer* offers some improvements on that earlier game.

If you're looking for quickness and offensive



skills, Germany is the team for you; for accuracy, go with the U.K.; and head for Brazil for a dribble-and-pass game.

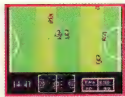


used to passing and shooting the ball.

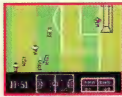
Before the game begins, you can set time limits and choose a team formation. Start with the 433 formation until you're

The length of the field has been shortened in AVE's game so players don't spend as much of the game dribbling from one end of the field to the other. The shorter field offers more

You won't win a single game until you're skilled at passing the ball to open teammates.



The player with the number above his head is the player you control. Pressing the B button on your controller switches control to another player.



When you're on defense, position your player where the ball will be, instead of

where the ball is when you're making the play - this is the best way to intercept a pass.

of a chance to score goals in regulation time. A bird's-eye view of the field displayed at the bottom of the screen lets you keep an eye on players open for passes, and, unlike some sports simulations, you can switch ball control to a teammate while you're on the field.

The action and graphics in *Ultimate League Soccer* are on a par with *Goal!*, but they still lag behind most NES sports simulations. Soccer fans may want to add this game to their collection, but they'll still have to wait for the "definitive" NES soccer game.

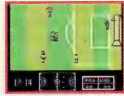
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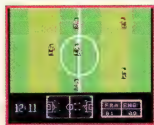
If a fullback is guarding an attacking forward and the offensive

player slips by him, switch control to your goalie to play defense.

The longer you press the A button, the farther the ball is



kicked. If you need to make a short pass to a teammate, press the button with a short tap.



Don't be a ball hog - sometimes it's easier to pass to an open teammate than to dribble in

and take a shot on goal.

BELOW AVERAGE
4

REVIEW

NES

Tom R. Halfhill

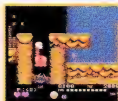
Toki

Tarzan the Apeman can't hold a candle to Toki the Warrior. Although Tarzan can run, jump, and swing from vines like an ape, Toki is an ape.

Not by choice, though. Until he was ambushed in the jungle by Vookimedlo the Sorcerer and Bashtar the Invisible Giant, Toki was a handsome warrior. Then villains kidnapped his girlfriend, Miho, and transformed Toki into a hairy ape. To rescue Miho and regain his human form, Toki must fight his way to the Golden Palace and defeat the two goons.

Toki is a standard run-jump-shoot action game that offers nothing new. But it's surprisingly fun to play and has a few amusing touches. For instance, there's a power-up that temporarily gives Toki a football helmet so he can plow through enemies without injury. And to make really high leaps, Toki can hop onto a teeter-totter that has a weight on the other end. When the weight falls down, the teeter-totter launches Toki into the air like a rocket!

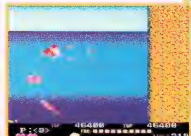
Except for a few tricky jumps, Toki is easy-to-moderate in terms of difficulty. It's great for beginners—or anyone else looking for some lighthearted entertainment.



Here's where to find the football helmet in stage 1. As long as you're wearing it, no one can stop you.



Hop onto the high end of a teeter-totter. When the weight comes back down, get ready to blast off!



Toki can swim, too! But watch out for hostile fish, turtles — and especially, sharks.



Stage 2 has two bosses, but Ram-bacha, the second boss, is the toughest. Always stay at the opposite end of the screen and shoot at the wheels he throws.



In stage 3, this boss burps at you!

The stage 4 boss is a mean, green mastodon. He throws his tusks at



you twice, but it's easy to jump out of the way. Then watch out for his trunk!



This pit in stage 5 (the Dark Jungle) is very tricky. Carefully watch the rising and falling platforms so you can time your jumps.



enter a final showdown with Vookimedlo.

Here's your final destination — the Golden Palace. If you can make it through, you

GOOD

6

Advertiser's Index

| company | page number |
|--|-------------|
| Acclaim | 37 |
| American Sammy | 9 |
| Amrikan | 39 |
| Atlus | BC |
| Bullet-Proof Software | 27 |
| Camerica | 19 |
| Capcom | 5-7, 41 |
| Chips & Bits | 78-79 |
| Electronic Boutique | 22-23 |
| Game Dude | 65 |
| Kemco-Seika | 29, 47 |
| Konami/Ultra | 1, 51 |
| LJN | IFC |
| The Marketplace | 96 |
| Ocean | 57 |
| The Software Toolworks | 12-13 |
| Taito | 33, IBC |
| Tecmo | 11 |
| Triton Toys | 21 |
| Virgin Games, 15, 17, 31, 43, 45, 53, 63 | |
| Game Players | |
| <i>Nintendo Guide</i> | |
| subscription | 16 |
| <i>Encyclopedia</i> | 55 |
| <i>FaceBall 2000 sweep-stakes</i> | 67 |
| <i>Adams Family sweep-stakes</i> | 69 |
| <i>Pro-Tip Hotline</i> | 95 |
| <i>Sportswear</i> | 96 |

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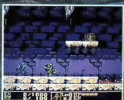


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You'll have to learn how to master the radical moves of an accomplished Kickmaster, like myself. Knee drops, roundhouse kicks, double butterfly kicks and the lethal blazing flip kick, will be necessary

to battle this brute. The quicker you learn, the better. Capture special items to increase your magical capabilities too. Magic can get you out of some tight situations. Make no mistake though, superior agility and bruising hand-to-hand combat are your most lethal weapons. Well, school is in session kid. Start learning those moves and get cracking, crunching, and kicking. You've gotta watch your own back now. Hasta la vista, dude!

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